

COAT OF ARMS XIX- XX (Feb 12, 1983) is published every 5 weeks at the rate of 60¢ per issue. Sub fees should be sent to Steve Arnawoodian 602 Hemlock Cr. Lansdale Pa. 19446.

Thanks to Evans Givan for sending in pictures of Langley's New Year's Con! The only problem is that 3 of the 4 photos have Langley in them and I'm not sure that my printer will want to print such a photo, can't say I blame him either!

Bruce Linsey lowered the sub fees to VOICE OF DOOM recently. Since then Bruce has stated that he is short on cash and can no longer afford to publish large 30 page issues, so VOD will begin reducing its size. Makes sense if you don't think about it.

I was so happy by the way mother nature was treating the Phila. area this winter and then yesterday she saw fit to dump 25 inches of snow in Lansdale. Being a brave, ~~stupid~~ type I put on a pair of boots (the set which I have 2 boots to, a right and a left. I also have a pair of boots where I only have a left one. The only reason I'm saving it is in case Lansdale ever has a left leg hopping contest). I made sure I was well bundled as if my mother was behind me telling me how cold it was. After all that preparation I found a snow shovel in the basement grabbed a pair of mittens (mittens are in vogue with east coast clique members) made my way through the rubble in the living room got outside and fell right into a snow drift! Would such a catastrophe stop me? Yup it sure did. I went back in the house changed clothes and made some breakfast. I did eventually get outside and I even shoveled the walk, dug the car out, yelled at a couple of brats that were knocking the snow back onto the walk that my neighbor had just shoveled. I even scared the brats enough to make them clean the walk. I wonder if my tires will be slashed tomorrow? I have decided that I never want to see this much snow again. I hope it all ends up in Florida, NY, where Wippy Don Ditter lives. What's the worst that can happen up there? Give the onion crop frostbite, I suppose. With any sort of luck it will turn that ash black soil of theres into a more normal brown. I remember seeing my cousin's farm after he had just bought it. We stopped at the top of hill over looking the place. I asked him if and why they burnt the field. It was so black it looked like ash. It only figures that Ditter would move to such a place. So Don as far as I'm concerned you can the ash dirt and the 5 ft. snow drifts!

After I dealt with all the snow a friend of mine who lives in upstate Penna. phoned. He lives in one of the largest towns in Pa. north of state College. It's safe to say it's quite desolate. The Straubs brewery is there so everyone's hobby is beer drinking. That at least is more than I can say for the two bit Penna town that Fassio is from. Anyway he called to rub it in about the blizzard which gave his town 3 ". So as to not give him any satisfaction I told him we rec'd about 2 inches! Unfortunately he believed the news service over Woody and told me how although he is used to 2 foot snowfalls they haven't had more than 6 inches on the ground this year. I'm just not planning on talking to him until the spring thaw.

Then of course we have the other end of the spectrum, Gary Coughlan. He called right after and wanted to know what 25" of snow looked like. I said "white" but that wasn't a good enough description for Gary. He understood it better when I told him you could only see the top 12 inches of my car the rest was a snow bank. Gary knew then to never venture north of Tenn during the winter months.

LEPER COLONY: Kathy Byrne, Steve Langley, Tom Swider, Tom Mainardi, Woody, Gary Coughlan, Brad Trutt, Deb Osborne, Larry Neubauer, Mike Mills, Mark Fassio, Rick Ragsdale

Believe it or not but COAT OF ARMS is a publication dedicated to the game of DIPLOMACY. Which was invented by Alan Calhammer and copyrighted by Avalon Hill Co.

DIPLOMATIC IMMUNITY

DIPLOMATIC Immunity is a subzine of COA and is published by Woody, 602 Hemlock Cr. Lansdale, Pa. 19446. There are no game openings as of now. After last month's sick article by Mike Mazzer, Mike has decided to try his luck at another one. This one definitely worth reading, even if Mike does hack away at Olsen and myself. Since Mazzer wrote such a fine article this month Bob Olsen receives 2 free issues of COA!

If you read Gary Coughlan's Europa Express you will find out as I just have that next Sept. Gary and I will be going to Europe. Since it is next to impossible to win an argument with Coughlan (subber #16) I have resigned myself to being in Europe next Sept. Gary also listed the countries we will be visiting as England, Holland, W. Germany, and Belgium. Again I will not argue over this I simply plan to make reservations for us to France, Spain, Portugal, and Italy! I know I'll have a tough time convincing Gary that the Eiffel was moved to London and that someone with a southern drawl just cannot converse with people in England. This page will not be appearing in Coughlan's COA so please don't inform him of my plans it will only upset him. I just heard from Mike Mills and he has offered me 50 bucks to steal Coughlan's passport somewhere in Europe. He even offer to double the price if we decided to visit East Germany or one of the Eastern Bloc nations and by some chance Gary's passport was lost at that time. But for the money Mills has offered it's not worth it. Perhaps several other people would like to match Mike's offer? Let me know by August 1!

Don Williams is certainly having more than an average share of problems during his 7 month participation in postal dip. There are many reasons as to why he is experiencing such difficulties. First he is im Williams younger brother. That's almost as bad as being a Ron Brown. Second he refused to let John Michalski play 2 positions in the same name, under 2 different names of course. Don doesn't understand Michalski's list of viable allies are limited. Third he entered his first game of postal dip and then lied to me for one center! Fourth he got hooked up with Langley's Magus. Fifth, he ran a contest and refused to give out the promised prizes. He now has lost 3 separate ombudsman cases concerning his contest. Those that have taken him to ombudsman are, Myself, Kathy Byrne and Mark Berch. Sixth he let everyone know he speaks to ducks! I warn you stay away from this character. If he shows up in a game with you attack him. Oh. I almost forget Williams, like his brother Jim also accepts collect calls! If you don't believe me check it out with Dave Anderson. The Williams' brothers need all the friends they can get and a simple thing like a collect call will not stand in their way for a possible friend.

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How to Play Postal Dip Like A Consummate Genius
by Mike Mazzer

Chapter 1 General Principles

I've been playing Postal Dip for a little more than three years now and, so far, it's been one breathtaking triumph after another. As a result, many of you (well... a few of you... well to be perfectly honest, none of you) have asked me to give a little tutorial on this wonderful game of ours so that you too can achieve some measure of my phenomenal success. Well, OK, you twisted my arm! Here it is! I begin with a chapter on general principles. In future installments, I'll discuss the play of the individual countries in detail.

Letters: How to write them and how to pass them.

Writing letters is the essence of Postal Dip. How many is enough? There are different schools of thought. There is the Bruce Linsey school which says about twenty a week is about right...for each opponent. Forget it. You'll be attacked just to shut you up. Then there is the Howard Brazee-Paul Goodrich-Scott Lawryn-Bill Thompson school which says "Don't bother writing to the countries that are far from you, but compensate by not writing to your neighbors either." I find these types to be particularly good allies since you never have to worry about whether or not they are lying to you. ON the other hand, I would not recommend this style since it seems to provoke other people into attacking you. So the key element is not so much how many letters you write, or even so much what you say, it's how the opponents perceive you. If you write three page letters full of tactics, your opponent may think you are smarter than he is and attack you. In a nutshell, I suggest one letter per week per opponent, and act stupid. For most of you, this means simply be yourselves. Say little if anything about the game itself, but give lots of personal details. Try to strike up a friendship with your opponent. Ask his advice on things; what stocks to buy, how you can get your wife pregnant, etc. The impression you wish to convey is that you are a harmless boob who only wants a pen-pal. Get that message across and you will be unbeatable.

On Strategy and Tactics

Here are a few general rules on strategy and tactics:

- (1) Always attack Bob Olsen
- (2) Always attack Woody
- (3) If Olsen and Woody are not in your game, attack the opponents who most resemble them.
- (4) If Olsen and Woody are both in your game, ally with Olsen against Woody and then stab Olsen.
- (5) If none of your opponents even resemble Olsen or Woody, attack the woman.
- (6) If there are no women either, NMR out of the game.

On Playing Against Women

Dont. They're no damn good. They are treacherous and unreliable, especially during certain times of the month. If you find yourself in a game with one, try to take her out quickly.

On Using the Telephone

During the Stalinist purges of the thirties, the Soviet Secret Police found that an excellent method for extracting information was to deprive the subject of sleep for long periods of time. The telephone is an excellent way of adapting this technique for Postal Dip. Suspect that your ally is about to stab you? Call him up every morning at 2 AM for two weeks, and you'll find out. If you can "do voices", the phone is an excellent tool for deception. It's not that hard, either. If you can do Gomer Pyle, you can do Gary Coughlan; if you can do Sheldon Leonard, you can do Kathy Byrne. If you can do Peter Lorre you can do Woody.

These are some of the basics, In the next few installments, I'll be applying these principles to the specific problems posed by each of the individual great powers.

Next installment Chapter 2 How to Win As Austria

((I can't wait to see Mike's next article on Austria. His play of that country in Magus' game press gang never ceases to amaze me))

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END OF GAME STATEMENTS FROM LASAGNE! 82M

ITALY SCOTT HANSON

I made every possible mistake in this game. I blew the Byrne opening by using it on Kathy. I allied with Mills and Kane- what a comedy team the three of us made. When I attacked Kane after he NMRed, when I needed his support, I had alienated all 3 of my neighbors- F,G,A. Is it any wonder I never had more than 5 at a time? In midgame I tried to walk a tightrope between Langley and Sigwalt. I now only had to decide whom to leave my centers to. Langley had written to me constantly, Sigwalt only once or twice, so the choice was easy. This was really a fun game, I'll never forget bringing that Dip Board to that restaurant in Wichita during Puggecon, with Steve and Kathy! Congrats to Steve on a marvelous game. I never had any real opposition, that takes super Diplomacy. As for Don, well we could have stopped him had he given me a chance. And thanks to Woody for some great GMing for a novice, the results were always on time and mistakes were few.

Did I mention the worst mistake I made the whole game? I never got enough demerits.

THE EMPIRE OF WARSAW, formerly Germany Kathy Byrne also Queen of Demerits

The Empire of Warsaw wishes to Thank all her opponents for letting her be the leader in the demerit contest. Langley really gave me a run for the demerits but I knew I'd win. Only I could insult Woody with class.

As for the game if it wasn't for the Italian Mills playing Russia and the ex-family member Scott trying to play Italy, I would have done much better. Without these two ingrates, I'm sure I would have finished this game with at least double the centers I ended with. Bozo put up a brave fight and Kane proved once again that Tiddly Winks is his forte!

Seriously Congrats to Steve Langley on a well played game and my sincere appreciation for letting my empire live! As for Woody, You are a jerk! See I'm still trying for demerits!!!

((Don't worry Byrne demerits are cumulative. Sign up for another game that I GM and we'll see if you even survive that one!))

End of game statements cont.

RUSSIA MIKE MC MILLS

The former Tsar of All the Russia's was informed by the Armenian Ambassador that the war in Europe had come to an end. The Tsar having left Russia for Venezuela in 1904 had watched from afar the course of the war and half expected a swift decision in the matter. It came as no surprise to him or his advisors that the Sultan of Turkey would get peace on his terms from the despots of Europe.

Regarding the Sultan, the Tsar remarked, "Never was I so sure That I was being set up for a take-down than when I dealt with the Sultan. At that time I was concentrating on the English puppet of the Kaiserina and sought to stymie their assaults with French help that was too late in coming. Because of this I had to accept the sly benevolence of the Sultan, knowing that unless he ran into Austrian or Italian troubles early I would have to make peace with the horse and carrot act in the north. Unluckily, the Sultan was always in control of his fate whether he knew it or not. He was deserving of the victory and if I make a comeback in Russia, I'll always treat this Sultan with respect. Of course, I would set my sights on Ankara first."

Regarding other dictators the tsar said, "the English lackey was controlled by the Byrnes of Germany nearly totally. There never was a serious English- Russian dialogue. He had heard the true word from Berlin and all the rest was heresay. The French madman luckily recovered nicely from his 1901 troubles and managed to hold off any real trouble. Italy, unfortunately, had no real real relationship with the Russias, and in many ways is responsible for Turkish domination of Europe, as he failed to make any decisive move against him when it counted. As for Berlins femm fatale, it is being kind to say that she managed to construe the fates of others into her benefit, but it is likewise erroneousto say that she controlled them totally. Somewhere between the two lies the truth, but truth from Berlin was as priceless as it was rare."

The Tsar now plans to spend the rest of his days in South America with plans on developing an Armenian massacre, as the Turkish were so fond of doing. "When the course to victory is clear make no compromise" is his new motto.

TURKEY Steve Langley who somehow won without even bribing the GM

I want to thank Woody for extorting me into playing this game. Without his threat to stab me in 81D if I did not play, I would never have won this game. I want to thank Siggy for stabbing Kathy, Eric and Scott. Without his timely stabs I would never have won this game. I want to thank Kathy and Scott for their puppeting in the endgame. Without their support I would never have won this game. I want to thank Mike Mills and Brad Wilson and Scott Hanson for letting me have their dots. Without those dots I would never have won this game.

This was an unusual game in many ways. A Turkish army in London by fall '07 doesn't happen all that often. A game without standby calls doesn't happen all that often, either. The most unusual aspect was that Turkey kept finding empty or unsupported dots in its path of expansion. There was quite a problem in logistics, keeping home centers empty for all the builds. I'd like to take credit for this, lay it to my superior diplomacy or something, but I have no idea how or why it worked out that way.

In the beginning, my diplomacy was very simple. I was the novice in the group and I was afraid of Kathy Byrne and told everyone in the game, including Kathy, that she was the power to fear. Both Aus and Rus (Brad and Mike) agreed to ally with me against Kathy. Mike Mills attack on Germany (Kathy) swung my decision to go with him against Austria. Then his subsequent lack of Diplomacy and his moves swung my decision to take the dots he was leaving empty to go against Kathy myself. By 1904, when Kathy mobilized four of her five units against Warsaw when she already held Warsaw I knew I was in trouble.

I had been dangling her dots in front of Siggy from the beginning. Luckily, the temptation grew too large for him to resist. Once he stabbed Kathy, she became my staunchest ally. Next, Siggy stabbed France (eris) and so France and Germany turned to face Engalnd. That left Aus for me and Scott. When I explained to Scott that I only

5

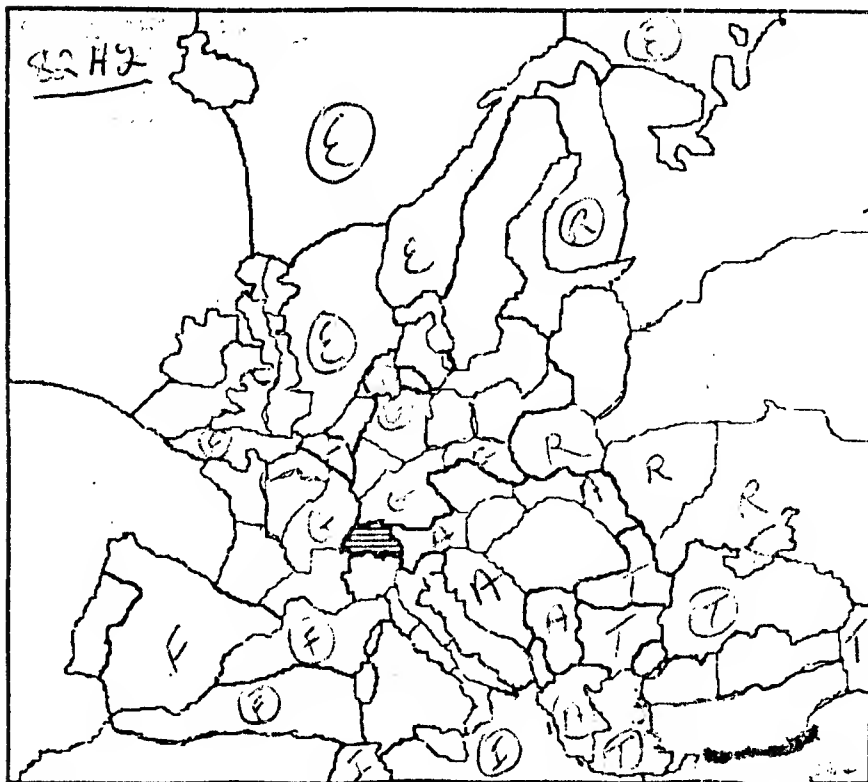
AUSTRIA (DIAMOND) F Gre- Alb, A Ser S F Gre- Alb, A Gal S Tur A Rum- Ukr (NSO),
A Vie- Tyr, A Tri S A Vie- Tyr
 ENGLAND (ROBINSON) F Edi- Nwg, F Nth C A Yor- Nwy, A Yor- Nwy, F Nwy- Bar
 FRANCE (HOWERTON) F Bre- Eng, A Pic- Bel, F Spa(sc)- Wes, A Por- Spa, F Mar- Gol
 GERMANY (RAGSDALE) A Mun- Sil, A Kie- Mun, F Ber- Kie, F Hol- Hel, A Bel- Bur
 ITALY (~~XXXX~~ NEUBAUER) A Tyr- Tri (def & must retreat to Ven, Pie, Boh, Otb)
F Ion C A Tun- Alb, A Tun- Alb
 RUSSIA (OSBORNE) F Swe- Fin, A Mos- Ukr, A War and A Sev S A Mos- Ukr
 TURKEY (Fassio) F Smy- Aeg, A Ank- Arm, F Bla S A Ank- Arm, A Bul- Ser,
A Alb S A Bul- Ser (NSU), A Rum - unordered holds!

The deadline for fall '02 will be fri March 11 at NOON!! For people who are easily confused I will print my address, that being where you should send your orders! This is mainly for your benefit Faz, I am curious to see what you do with your units after '05! Well they say each Dip game has its oaf! I would have bet it would have been Ragsdale from past experiences but I was wrong and Faz is living up to the description Gary gave me of him!

Below are the addresses for this game, please note Rob Robinson's new address!

GM STEVE ARNAWOODIAN 602 HEMLOCK CR. LANSDALE, PA 19446
 AUS John Diamond 41 Riveridge Rd Ormond Beach, FL 32074
 ENG Rob Robinson 7403 Hopkins Ave College Park, Md. 20740
 FRA Bob Howerton 4510 Treeline Dr. Pensacola, FL 32504
 GER Rick Ragsdale PO Box 543 Scott AFB, IL 62225
 ITA Lawrence Neubauer 251 Cheswold Ln. Haverford, Pa. 19041
 RUS Deb Osborne 7804 Penrod Detroit, MI 48228
 TUR Mark Fassio Melrose Lodge #4 Wedgefield, SC 29168

PRESS



Ber-Par: Sorry I just couldn't resist the temptation to visit Bur. My troops are such lovers of fine mosel wines they insisted on going wine tasting in Bur to compare. How is Paris in the fall?

BER- Mos: How's this for a little fly in the ointment?

BER-Ion: Are your troops equipped with cold weather gear or Berlitz German phrase books and tourist guide to Berlin?

BER- Ank: Hi, Turkey! Drop me a line once in a while. We may be neighbors some day...

Ber- Vie: The foxes arrive at the stage door at 9am, violins on T.V. entertains the kingpin.

BER- GM: Daddy! Thanks for adopting us! Here's a big wet one for you () Where do you want me to put it?

GM- Rags: I'd really like to tell you where to put it but Neubauer is a minor.

82 HY cont. PRESS

TUR-ALL: Let us praise Allah for rescuing us destitute souls after the JAF shipwreck... a thousand intonations for Step father Woody.

WOODY- All: Well after that note of thanks maybe I won't treat you quite as tough as I generally do orphans. I don't think I'll insist on you using Linsey's Housejokes!

TUR-Aus: A long hiatus in conversing, but the end remains the same.

Tur- Fra: The Italian state will soon cease to exist, let's share.

TUR- Ita: You have been cordially invited to die. Bring your own body.

TUR- Russia: Czarina, no letters from you ever since the..uh... move. I'm crushed.

TUR-Ger: Speaking of crushing are you and Eng gonna go you-know-where?

TUR-Eng: Huh, are you huh?

TUR- All: The marriage countdown stands, at this writing, at 145 days, mail your gifts early! Beat the rush!

WOODY- Tur: What are we supposed to do send the bride condolences?!

PARIS: THE Commander of the expeditionary force charged with the mission of eliminating the border bandits reported that the bandits had eluded to Spain. The army will continue the chase.

PARIS: An individual, posing as a Swiss tourist, was captured in the act of poisoning frog ponds in eastern France. He was determined to be a German spy with the mission of sabotaging the frogleg harvest and to incite panic throughout the French economy. He was tried and sent to the wall.

PARIS: THE french gov't announced today that it would make every effort to comply with the requests of the Belgium gov't (in exile) to liberate their homeland from the Kaiser's invaders.

MARSEILLES: Naval authorities have taken measures to insure the safety of French fishing interests in the Med. The loss of fishing rights along with the sabotaged frog leg harvest would be intolerable to France.

RAVIOLI winter '03 Seasons separated on 2 requests and 1 Al Pearson threat
82 AZ Concession to Russia FAILS

AUSTRIA (MAINARDI) removes A Pru and A Vie Has A Ukr

ENGLAND (HIGHFIELD) NMR GM removes E Hel, F Bar has F Nth

FRANCE (MICHALSKI) Builds F Bre, A Par, F Mar also has F Lvp, F Lon, F bel, F hol
F Mid, A kie, A Bur

GERMANY (CHEECHIA) NMR, A Kie retreats OTB, GM removes F Wal has A Mun, A Sil

ITALY (PEPERS) Builds A Ven, has F Ion, FTyh, A Tyr, A Ser, A Tri

RUSSIA (PEARSON) BUILDS A Mos, A War also has A Nwy, A Swe, F Den, A Rum, A Gal
(GIVAN) F Bla, A Bud

TURKEY Even has A Gre, F Bul(ec), F Con, A Ank, A Arm

The deadline for Spring '04 is March 17, Thurs at Noon! Steve Arnawoodian 602 Hemlock Cr.
Lansdale, Pa. 19446. I have orders on file for Fra, Rus, Tur

PRESS

TURKEY- World: A giant stinking blight has been removed from the confines of these pages. Yusaf no longer besmirches the reputations of Californians playing Turkey. A great weight has been lifted from the shoulders of Dipdom.

TURKEY- England: Well, thanks for all your help. We really showed Russia, didn't we? He won't mess with us again.

GM: Yeh, you 2 were so tough on Al he even folded his zine!

TURKEY- Austria: See note to England.

TURKEY- Russia: You were right. I'm completely bedazzled.

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RAVIOLI PRESS CONT.

PARIS- Lansdale: Marc is right : putting your address down each season is a good idea. An even better one is what Judy Winsome does; list EVERYONE'S address each season! Another good idea would be to add STRANGE DOINGS as another COA subzine: increase your fame, and add some class to offset BERSAGLI.

LANSDALE-Paris: Maybe someday I list everyones address but for now I'm too lazy. I know the real reason you want STRANGE DOINGS in COA as a subzine; that's because Mazzer is the only person in the hobby who has the ability to write an article more gross than you.

JOHN- Marc: Don't worry about that "Bill- Mark" press last season. Bill hasn't sent me any money yet, so you're safe. Austria says Eng Gave \$50 in my name to the Teenage Republicans, but that does not count, because I don't get the tax credit for four months yet.

JOHN- Tom: Hey Congrats on getting your picture on the cover of CHEESECAKE!!

WOODY: Although I do not receive CHEESECAKE I have the distinct feeling that this is not exactly a compliment.

JOHN- Scumbag: Or was that Brux? If so I can see why you go for him. Good thing Caruso does not sub to Big Bird's zeen, hey? (P.S. I heard you had a late date in '82! congratulations! Everyone at ByrneCon mentioned the big mystery about it on the phone: Was it a guy or girl? We are all curious.

SCUMBAG - John: Ok, So you won't lose anymore sleep I'll clear things up. When we are bringing a year which is even, it's a guy, when the new year is odd it's a girl. As for your request to be my date for the 83-84 New Years, yes, Toots, yes. Maybe we can double with Berch and Mona!

PARIS- GM: I can't afford duplicate mailings anymore, so please read my enclosed set over again instead.

GM: That's kind of like a summer rerun I guess.

PARIS-World: Pardon my light correspondence, but I'm laid off as of 1-3-83 and will be out quite a while this time I see. Dip has a low priority when current postage stock is gone, and it takes a lot of postage to forward Woody's strange mailings to Judy Winsomelike I do. I'll get back to you as soon as the new wealth trickles down to the real-jobs level. (watch for that announcement in Graustark 666)

FRANCE-World: Tired of the same old bull all the time? Need a change of pace? Here's an advance announcement: check out dafcon II in Sacramento this May!

THANKS TO EVANS GIVAN FOR SENDING THE BELOW PICTURE. Givan is on the right. Now we know Langley and Givan are not one and the same.



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PASTA FACIOLE Winter '01 Seasons separated and so no map , confusing Steve Angle and his lackluster Turks!

AUSTRIA (SUITOR) builds A Vie, also has A Bud, F Gre, A Rum

ENGLAND (SLOSSAR) builds F Edi also has hepatitis, F Nth, F Eng, A Nwy

FRANCE (DAVIS) builds F Bre and A Par also has A Spa, F Mid, A Mun

Germany (SALESKI) Builds A Ber also has F Den, A Lvn, A Hol

ITALY (CUNNING) BUILDS A Ven, F Nap, also has F Tun, A Tri, A Tyr

Russia (MONTONARE) No change has F Gob, A War, A Ukr, F Sev

TURKEY (ANGLE) A Con A Smy also has A Bul, A Ser, F Bla

The deadline for spring '02 will be march 14, 1983- NOON! Effective Feb 24 Cathy Cunning will have a change of address, c/o Terry Tallman 820 W Armour St. Seattle, Wa. 98119. Terry will be keeping track of Cathy's mail until she get's settled. I tried to get Cathy to move to Lansdale, I even offered to watch more than just her mail! My address is still the same, you can write me and my fish at, 602 Hemlock Cr. Lansdale, Pa 19446.

ITALY-France and England: I really do wish you two boys would stop playing with each-other and find someone else to play with. I hear Woody's free.

WOODY- Cunning: Not for long I think I just might move to Seattle, make certain you send me directdons to your place. You can take care of me, while Tallman takes care of your mail.

ITLAY-Austria: It's. nothing against you, I just wanted to get closer to France. Besides, France gave me a new compass and swore that this one would point to Germany!

CUDDLES- Teddybear: Can I have Switzerland? Please? Oh, Please?

Teddybear- Cuddles: Honey, you can have anything you want! Stay with me at Origins '83 and this game is yours, in fact any game I gm will be yours, whether youre playing in it or not!

MOSCOW- All: I only communicate in press- sorry.

MOSCOW- France: Attack who? You gut to be crazy!

MOSCOW- Eng: Are you planning to lunch in Stp?

SLOSSAR- Gm: While Don C.R. Williams is the worst GM in all of Dipdom ((you should try Linsey, Williams is a saint next to him)) he does know his Italian, The correct spelling for macaroni with bean soup, in Italian, is not PASTA-FACIOLE. I did some research in the Italian community of Derby, Ct., it turns out the there are 2 correct spellings one is Pasta Fazool and the other is Pasta Fagioli. I suggest that Ms.

Mainardi was joking with you when she told you the spelling of this Italian bean soup.

GM- Slossar: Not only are you doubting my word but also Tom's sister (who I am deathly afraid of), so we'll start off by giving you 299 demerits. Now sloppy, I too have done some research. First of all on the town of Derby, Ct! I can't understand how you can find out about Italian Bean soup in a staunch German town! It happens that the spelling Pasta Fazool is the way you pronounce Pasta Faciole. As for your other spelling, it's probably Sicilian. I have a couple of suggestions for you Booby.

Write directly to Ms. Mainardi, if you dare, her address is 1403 Lawrence Rd. Havertown Pa. 19083. Perhaps you would like to have an Ombudsman settle this issue. In that case write to Mark 'Scoop' Berch at 492 Naylor Pl. Alexandria, Va. 22304. As for Don Williams knowing his Italian, anyone who freely admits to holding conversations with ducks, knows 2 things; one where to find his padded cell and two that people from Connecticut are very gullible!

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LONDON- Venice: I don't give beer to people who stab me!! You pulled out of your part of our agreement, so I get to pull out of my part. (I don't go to law school for nothing) Anyway, I wouldn't give beer to someone who thinks Atari is better than Intellivision!

WOODY: Nevermind Cuddles, I hear that Conn. beer is nothing more than vinegar with bubbles! Now about Atari being better than Intellivision, I have an intellivision and I'd like to prove to you that Intellivision is superior. I suggest you spend a month in Lansdale with me so we can study the problem.

MOSCOW- Ger: Why?

MOSCOW- Turkey: You Turkey! and after all I offered you.

GM- Moscow: You are absolutely right about Angle! Since he is a Turkey I had him play that country! But please show him some compassion, he thinks Linsey's Houserules are a work of art!

MOSCOW- Austria: I won't trust Turkey if I was you he's planning a stab at your expense.

MOSCOW- Italy: What's a pretty girl like you doing in a cut throat game like this?

Yes, I will do what you ask if all goes well. All that I ask is that you take a penmanship course so I can read your letters. I just happen to have one for sale for only \$500.00 (cheap!!)

WOODY- Moscow: When you're as beautiful as Ms. Cunning nothing else matters!

WOODY- Cuddles: When you're in Lansdale for the month of April we'll also go over your penmanship, free of charge, of course!

SHIH TZU- King Robert of Huntington: Always the fall of sorrow, then the winter of discontent. Behold the spring!! Yet a thousand flowers bloom!

AUSTRIA- Russia: Conditional orders? Geez, a gnat on my fanny and borscht in my bowl. It's still chow time!

ITALY- Bul: This time I want the wine up front!

Germany- Limonia: About face, march! Hup, toop, thrip, forp. Hey Heinie, I chust hope I don be eating mails ven vee get back. Ta, Fritz and mine tootsies are frozen...

Quiet in der ranks!

D'Artagnon- Catatina: Bien? Damn, how about Grand Marines, cuddles? Yes, my compars, I'm happy now. Strange? Who cares as long as it works. Now if only that Armenian would leave us alone, the lecherous ol fart!

WOODY- D'Artagnon: I could see to it that your existence in this game is cut off very quickly! For now though just a mere 105 demerits.

BOB- Cathy: I can't believe that you want to win this game so badly that you would room with Woody at Origins. I can't believe anyone would want that body.

WOODY-BOOB: We are not talking about just anyone we are talking about that worldly goddess, Ms. Cunning!

BOOB- GM: When are you going to send me the 5 bottles of Gin you owe me for saving you from Ken "mean nasty killer" Monson in 82 AN.

WOODY- BOOB: You sure live up to your nickname in ALL your Dip games! I explained to you over and over again that I wanted to die in that game. But no you had to be your usual stubborn self and insist I was having a good time and try to come to my aid.

BOOB- Woody: While we're at it, when are you going to send me the 10 bottles of Gin that you promised me for signing up for this game?

WOODY -Boob: Don't you ever give up? Have you ever thought of playing in Voice of Doom? You know Tom Swider gave me a bottle of Chevas Regal scotch for Christmas to remain in good standing in COA, I expect 3 times that amount from you buaster!! By the way the 10 bottles of Gin will be sent to you as soon as I finish drinking the contents

ENGLAND-Italy: You mean you've been getting strange letters from France too! I thought I was the only one!!

WOODY-England: You're a fine one to talk about strange!

ENGLAND-GM: This is a Diplomacy game, not an address exchange column. Give yourself 62 demerits for all the addresses you've put in our game. Plus 100 more for agreeing with me last time about your lousy headlines but not giving yourself demerits as I suggested!

GM- England: Wow you are really on the ball realizing that this is a Dip game! Now about all these demerits you are trying to push on me, I am THE GM, that means I am boss, emperor. You on the other hand can consider yourself, at best a peon! By the way I don't ever plan to agree with you, if you thought I agreed with you last turn your even more dull-witted then I originally thought.

ITALY- Germany: Don't worry sweery, I won't let that mean France pick on you.

VENICE-London: Ther is only one thing that you and I agree on and that's Woody is a jerk! Do I get more Demerits? Please!

GM- Venice: So be it, like mother like daughter, 470 demerits! Keep that count going at your current rate and even I won't be able to stop you from being wiped out. By the way even agreeing with the BOOB on one point is ludicrous and foolish.

CUDDLES- Teddybear: You know that calling them Mark Berch clones isn't going to make them write anymore press. Afterall facts are facts. I guess it's up to you and me to keep the press interesting.

TEDDYBEAR- Cuddles: Don't be too hard on them, love, afterall it's less typing for me!!

ITALY- World: So there's kiddies in this game eh? Boy, if I was Slossar or Davis I would be insulted. As for me I like the real men like Angle and Saleski.

GM: Ha, Ha, Ha,... You're referring to the flintstone vitamin bunch, Cuddles.

CUNNING- GM: Boy you are a pain. First you tell me there's a game fee. Then you tell me to write Kathy Byrne and then you tell me not to write to Kathy. For being unable to make-up your mind about anything, I think you should get 100 demerits.

GM- Cuddles: I would give myself 100 demerits but one thing I'm certain of is I'm infatuated with you. So you see your statement is not true!

ITALY- Russia: Don't you think it's about time we started writing?

CATHY-Woody: Can season's be forced together with 2 requests or one threat? I know that's hard for a 5 year old to figure out, but do try Woody.

WOODY-Cunning: Honey, you move to Lansdale and you can have anything you want!

Cuddles- Teddybeat: Still no beer from England:

TEDDYBEAR: Don't worry England is not long for this game, like Don 'raoch' Williams he does not keep his promises!

BARON Samedi- Voody: Clods, Clones, kiddies? Cuddles! By the bones , Voody, you ((illegible)) me. Especially when I offered you mis casa es su casa con chile y cerueza! Well you've earned a curse. Let's see it can be a friendly spell from a brujo friend of mine... or it can be 20 page letters from us clones per week per annum per millenium. Course, I also know someone up your way who will perform a sex change operation. That way you can be eligible to play for the Seattle Seahawks. In any case award yourself 1000 or suffer the consequences. GM-Baron whatever: Tell you what next turn you can apologize or suffer the consequences of having your orders lost! Remember I am a candidate for chairman of the East Coast Clique and rudeness is considered an asset!!

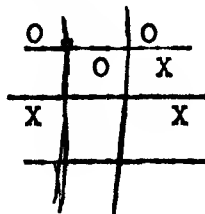
PARIS- Min: Where the hell is D'Artagnon? His medical leave is approved. Close the brothels.

MOSCOW- China: Too bad you're not in this game. I could use your help

CHINA- Moscow: We no speak the English!

MOSCOW- All: Further more I Propose a draw between Russia and England at any time from Fall '01 to Spring '87!

MOSCOW-All! Puzzle for the month:



X to move

First one to sen in a correct
I will automatically ally with!

11

wanted the inland half of Austria and he could have the rest and France too, he immediately sailed for France leaving me all the Austrian dots.

Scott and I were just about to the point where our lines would clash when Siggy came through for me again. He move fleets into the Med and moved toward Tunis. Scott moved to counter Siggy, leaving lots of undefended dots for me to move into. At the same time, Kathy talked me into attacking Scandinavia. I knew that Turkish armies in Scandinavia was wishful thinking, but I saw that Siggy chased us around until the fleet was in Skaggerak and my army was in Norway.

The game was nearing its completion. Siggy was trying to get a 'stop the leader' campaign going. Scott and Kathy were resisting with an 'who wants to hold with a 2 center power forever' attitude.

Kathy's brilliant play of retreating to Kiel in Autumn '06 and then disbanding army kiel, leaving her fleet to take the North Sea made the convoy to London possible. It was too poetic to resist and so we brought the game to an end. I enjoyed the game, of course and the press. Yusaf will return!!

I received the following threat from Gregory Stewart! I have known Gregory for about one year now. Take my advice If you're going to meet someone in this hobby you'd be better off getting to know Olsen or Michalski. Stewart is more on the lines of Langley,

Woody, Enclosed is a game I have entitled "the Desperate Farwell" publish it or die. Swider, Kane and farewell all have copies. Hope you enjoy it.

By the way, you WILL WRITE to me and tell me what you thought of it or I shall burn your townhouse down with you in it. And since you don't REALLY know me, you can't be ABSOLUTELY SURE that I'm not serious. Get with the program.

The Desperate man

Gregory, You are wrong I do know you well enough to know you WOULD burn my house down with me in it. So I have already written you about the game and it will appear in the March issue of COA. You see threats get you anything in COA.

BELOW IS SOMETHING OR OTHER FROM The Intergalactic Renown Scientist, Author and Poet, commonly known as the Desperate Man or the Naked Man

TOP TEN BEST SELLER LIST

(FICTION)

- 1) Winning Diplomacy strategies
by Woody
- 2) The Eternal Publisher
by Cowboy Hat
- 3) Having Sex by Mail
by Eric Ozog
- 4) Love in Germany by S. Hanson
- 5) Eating Crow by G. Overby
- 6) Prolific by Deb Osborne
- 7) The mysterious Deaths of the
top 3 Writers on the Marco
Poll by Bob Olsen
- 8) Instant Family
by D. Langley
- 9) Fun with Dirty Old Men
by C. Cunning
- 10) I Smart Now!!
by Pat Hart

(NON FICTION)

- 1) 500 fly recipes by Spider Swider
- 2) Torture, Punishment, and other Painful
Art forms by Kathy Byrne
- 3) Care and running of Classic Convertibles
by John Snaglepuss Caruso
- 4) Logic by Mark Luedi
- 5) How to keep a Sense of Humor
by Gary Coughlan
- 6) Liberals are fairies by J. Michalski
- 7) Designing your new Home by M. "Ig" Lew
- 8) Writing Concise short Letters by D. Williams
- 9) Overcoming Obscurity by H. Nichols
- 10) Using Magic to Score High on your PSAT
by Ericane

WATCH FOR NEXT MONTH WHEN I TALK ABOUT
"SPIDEREYES" ONE OF THE CUSTOMERS AT THE
CLEANING PLANT! NEVER HAVE I MET A MORE
WHIFFTY PERSON. ALSO THERE WILL BE GREG
STEWART'S SPECTACULAR GAME!

Issue #12

Expletive Deleted

RIAS

ED
P1

***Well, if it can work for John "Duck" Michelski, it can work for anybody else.....I think.
***Believe it or not, this is still Expletive Deleted, and I have successfully refrained from changing the name of the xyn to something silly like "Scotch Brand Tape" or "Ringum Bellum". This is brought to you by Tom Swider; 1183 Robinson Hill Road; Endwell, NY 13760. Since I cut my phone hours down to one minute a day, the number of phone calls I've been receiving has decreased, so I'll keep it that way for now. You may place calls to me (no collect calls) to me between the hours of 4:00 - 4:01 Sun-Set at (607) 729-2830.

An ED-torial

***It is still relatively the New Year, so I took it upon myself to clean my room. As I told my sister, Cathy Cuning, cleaning my room is like an archeological dig. Well, I thought I cleaned my room...it has returned to its previous status of messy. I guess with all the books and papers I have to read for my economics courses, that I have an excuse. Instead of cleaning my room today, I decided to clean up ED this issue; that is, getting it ready (except for the game reports, naturally). But, when I was cleaning last time, I found something of interest to you, the reader.

***For over a year, our household has been a large consumer of "Cool-Aid", and for some reason, I have clipped the proof of purchases off of each and every packet of Cool-Aid. I need to get rid of them, but I don't like things to go to waste either.

***Several people have been giving away "points"; Woody gives people demerits, G.E. Elendar gives away Brownie points, so does Ronald "McDonald" Brown of Canuokland. Well, I'm gonna give these Proof of Purchase points away! And these don't come easy; you have to work your can off to get even one of them!

***I will refer to them as Pudge Points, because they bear an artist's rendition of Bob Olsen. I took the liberty of printing one of them in the space right here.....
The way Pudge Points work is simple...after you get 10 of them, send them to Mike Meser, and he'll dedicate an issue of "Strange Doings" in your name. Or, send twenty of the buggers to Steve Langley and he'll give you free issues of MAGUS! Those of you who have high aspirations in earning Pudge Points can try to save a mind-boggling 35 PP (Pudge Points) and either A) Send them to Don Williams to get a vintage 1962 Clark Bar or B) Send them to John Michalski and get an autographed copy of "The Communist Manifesto".



***How do you earn PP's? As I mentioned before, they are hard to come by. First of all, the easiest way of earning them is to go to your grocery store and buy a sufficient number of Cool-Aid packets to get you the prices you desire most. However, since I know many of you don't buy Cool-Aid, you can get me to send PP's to you. I give them out at the following rates:

- A) If you send me a tape-cassette, I'll send you 5 (five) Pudge Points
- B) If you send foots feed for his goat, you get 3 (yes, three!) Pudge Points
- C) If you send me a picture of the goat Kathy Byrne supposedly saw, that's 3 PP's.
- D) Ten page letters to me get 1 PP.
- E) Picture Postcards get 2 PP (8 PP for overseas/European Post Cards)
- F) If you win in an Europa Express game, you receive 8 PP's.
- G) Any other deeds done get PP's according to their merit (I'm the final judge).

***Hurry! Earn your Pudge Points today! SUPPLIES ARE INDEED LIMITED!!!

***Mark Keller, after being kicked out by some flowerchild, began publishing his subxyn Heil Jikei! as a full-fledged xyn. HJ is xeroxed and typed up by computer. I also believe that Mark is planning on continuing Doug Beyerlein's Californian Report, a xyn on computer Diplomacy. Mark's xyn is mainly "just games", but has plenty of openings. He has a regular Dip game, a bourse to accompany the game, and would like to run one of many variants. Current price is 30¢ an issue, but if you ask nicely and don't say that his xyn is "Hi Jackie!", he may be kind enough to send you a sample.

***Not a new xyn, but one which I think seems to be underrated is Mike Mills' Emhain Macha. McMillan runs a digest format xyn, and offers Diplomacy, bourses, SPQR (which will be reviewed within three pages when he finishes the 2nd edition rules), and Squad Leader. I urge all SL/COI/COB/GI to get in touch with Mike, even if you don't plan on subbing to EM. Although it is sometimes skimpy on the non-games material, I have enjoyed being one of Mike's subbers, and someday I will have the time to play SPQR there.

***Mark's and Mike's addresses are at the top of the next page.

***Mark Keller; 9536 Shumway Drive; Crangevele, CA 95662 (Heil Jikeil)
***Mike Mills; 26 Laurel Road; Slootaburg, NY 10974 (Emhain Macha)
***These two addressees are for the plug on the previous page, at the bottom.

ED
P2

ATTENTION PUBLISHERS!

Dear Publisher,

I would like to get some feedback from you on the following. Non-pubbers are also encouraged to respond also, since this idea might wind up aiding all players.

Last issue, I had a small space dedicated to "want ads" and offered to print ads for OGA readers. That got me to thinking...there are two hobby services (offered by Robert Secke and Rod Walker) which will plug a zine and its Diplomacy/Variant game openings. As I have found out, many of us are closet wargamers (you know, the games with those funny-looking hexagons all over the map?), yet our section of the hobby has no unified outlet where gamers can find opponents for two-player wargames, or advertise games wanted/for sale, or for a publisher to find players for some of the non-Diplomacy games (ex. Dune, Divine Right, Ironbottom Sound, Air Force).

What I'd like from those of you reading this is to know a few things. First of all, do you think that this hobby service is needed? Do you think anybody would use this service? If this was to be done as a "mini-publication", do you think you would be willing to print it in an issue of your zine every three months or so?

If response to this proposal is positive, I would be willing to take the responsibility of publishing all of the above once every 6 weeks, and distribute it to those who request a copy. Publishers will get it free, in the hopes that they will run it in their next issue. Others who request a copy of this newsletter should send me a SASE.

Unlike "Known Game Openings" and "Ponteverrie" (Walker's outlet, however that's spelled), I plan on remaining uncontroversial, just doing this as a public service. Ads will be on a voluntary basis. Publishers will only have their zine mentioned at their request.

I don't plan on printing responses to this matter within ED, but will do so under separate cover or personal letters. However, I would really appreciate getting responses from most of you. Thank you for taking the time to read this.

Tom

***Well, I got Fist Bellum since I'm a player within it; I'm not sure if Steve/Don sent FB out to everybody yet. However, there is a matter of great importance which must be brought up. ***As everybody knows, Don "Welsher" Williams refused to give Kathy and Mark Berch (Yes, it's official; it's Kathy Berch and Mark Berch; they tied the knot recently) their 1920 Clark candy bars for winning the "What has Mark Berch Done For Me" contest. I expected to see Don retract his promise of prizes in FB, or an announcement to the fact that he did give out the candy bars. What did he print? ABSOLUTELY NOTHING ON THE ENTIRE MATTER! This guy is not only appalling, but I bet he snores, too! This calls for drastic measures.....

***Since Don is not willing to fight on ethical grounds, I say we get down to his level of mud wrestling. As a beginning, I propose that everybody boycott stupid "Duck" press. For one thing, this Duck press just feeds the ass's ego, so if he's not going to deliver on the goods, why should people write Duck press for him? Secondly, wouldn't it be more fun to write non-duck press? If you think about it, Duck press is pretty stupid; even Woody wouldn't stoop that low!

***My second proposal is the following:

CONTEST!!!

"Why Don Williams Is A Lowlife"

***This is a contest similar to that which Don ran on "What has Mark Berch Done For Me". Answers are to be in essay form; I don't want a book though; make it short and sweet. This contest will be ran both in Coat of Arms and Nagua. As for prizes, I will offer 6 issues of each zine as a prize to the best entry. Don't let the fact that Don is new to the hobby be a factor; this person has already proven to several that he's a welsher.

***To allow for juicy answers, I'll give everybody enough time to write a good entry. Deadline will be March 31st, 1983. Also, should either Steve (Langley or Arnawoodian) be the winner, they will win a year's extension to the other's zine. If they trade, I'll try to work something out with them.

***Seems that ~~WYK~~ MP Berne has been making steady progress in making The Shogun's Sword a better zine. Prior to recent days, TSS has lacked reader participation, but with Mark Leudi's Thirty Miles of Bad Road and Cathy Cunningham's Cathy's Ramblings has livened things up; this has also made Mike

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I think my plugs need extension cords, since they can't fit all at the bottom of the page!

MUCH more enthusiastic about publishing. TSS has openings in Diplomacy and Dune (by G.E. Blender). Since Mark and Cathy are brother and sister, I guess that qualifies TSS as a "family xyn". By the way, TSS is in digest format. Send Mike a stamp for a sample, and tell him that Barney Cakley sent you. Speaking of Barney, I got a call from him, and he mentioned the possibility of him sending Mike an installment of The Grapes of Wrath; GOW^{key} could do worse things than asking to see a sample. One thing you could do that would be worse is to ask for a copy of The Modern Patriot. ***Actually, "Sweet Billy" Hightower has been doing better than he did when he first got started in the publishing racket. TMP looks much better now, with the assistance of Porter Hightman. The Modern Patriot is a Dip-only xyn, although he would like to start a Final Conflict game. Other goodies with TMP are the "Dip City" cartoons, three subzyne (Hoof & Mouth, Reagan's Youth Newsletter and "Free Speech Ally" (written by Pat "Deadwood" Conlon, who is rather amusing, both in person and on print)). It's about time that some of us "Closet Reaganites" came out and spoke up. Just don't hold the feet that he's in the navy against him....for a sample, send a stamp to: Comrade Highfield; 2012 East Ridge Road; Rochester, NY 14622. Tell him Andropov sent you....

Turns 1 & 2

Amidar

Star Year 2482

BOOVIANS (Jeff Bohner) Has Task Forces (TF's) in Scorp, Barns, 0602, 0504 & 0604.

TRUNG HEGEMONY (Debbie Osborne) Has TF's in Lelan, 2804, 2702.

ZERT CHUMPDON (Al Pearson) Has TF's in Indi, 2719, 2719 (there's 2 TF's in 2719).

REMULAK (Mark Larselore) Has TF's in 0216, 0316, 0618, 0620, 0417, 0618 & 0620.

1) One player forgot to count the entry hex as the first hex of movement, so I adjusted the move accordingly.

2) If possible, please refer to the TF ID's I have assigned on your reports, and when creating new TFs, please use the next letter alphabetically to make things simple for me. It might not be a bad idea to submit your orders in a similar format (similar to my reports).

PRESS:

ZERTS to GALAXY: The Bohnerites are so dumb, they think a football coach has four wheels. The

Bohnerites are so dumb, they don't even come in from a meteor shower. They're so dumb, they (sic) colonized a planet called Endwell.....oophe.

??? The first Migration has entered eter cluster 45.2.0 through chute #1 in search of a suitable place to sprout new offspring. This amoeboid race, who have spent most of their long intergalactic journey in suspended hibernation, must now relearn everything they have forgotten (they forget easily). The learning process takes time, so meanwhile they will force themselves to live extremely close to the barbaric life forms neighboring them to study animal behavior. Once they are fully educated -- watch out! Because amoebas are...The Boovians.

BOOVIAN 1 to THE PEARSONBOIDS: We have sent many messages to your sector of this cluster. Your failure to respond indicates that you are a Neubauer-type lifeform and don't have the technological intelligence to boost a message back. We are very sorry for you.

DUEHE: Any colony here will have a dubious chance of surviving.

ARIES: All of the above items are further proof that there are no signs of intelligent life in this sector of the Universe.

***Deadline for turn 3 is January 21, 1983.

ARIES: The Boovians made a proposal that makes a lot of sense. What I'd like to do in the future is this: assign a 2 week deadline, but if I have move in before time, I will adjudicate the game and send out reports. This way, we can go at a faster rate, if everybody else wants to.

***MARTHA COLE JOKE DEPT: Woody & Marc Paters were talking about things that those kind of people like talking about. I couldn't hear much of what they said, but Woody did say something I did remember hearing: "Ten inches??? I find that awfully hard to swallow." (Hyork?)

Billy Highchair Department:

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• Proof Positive: The Reagan Administration Really Does Have a Sense of Humor — White House communications director Edwin Meese, in an interview on The CBS Evening News in March, said the MX missile should be renamed the "Hallmark" so that "the Russians would know we cared enough to send the very best."

***This is being typed Jan 23rd. Within this issue of ED, there should hopefully be a BIG Gamebite section on Role Playing Games, and Uncle Al promised me that Allison would have the Hobby Nickname Custodian Report to me for this issue. I wonder who got stuck with the nickname "Mushroom"?

Hobby Name Dept: Is it true that Cathy Canning plans on shaking up with Terry Tallman? Talk 'bout South abuse...

Pac-Man G.....

Fell 1903

DOWN WITH THE TSAR!

1982 HC

ED
P4

Spring Retreates:

ITA r e pie-TYO

RUS r f den-HEI

Fell Movae:

AUS (Mark Keller) a bud-TRI(s e VIE); e ALB-s-f gra; f GRE-s-(t)f aeg-ion; a ser-RUM.

ENG (Lerry Nebuser) a KIE-g-(g)e ber; e NWY-otp; f nth-HOL; f ska-NTH; f SWE-s-(g)a den.

FRA (Jeff Bohner) a BUR-e-a mun; a pie-MAR; a TUS-ven; a MUN-g-(g)a ber; f eng-MID; f mid-WES
(e f SPA/SC).

GER (John Diamond) e DEN & *a ber/ann/-g-(e)a kie.

ITA (Gregory "Pope" Stewart) e TYO-mun; a VEN-tri; f nap-ROM; f lyo-PIE.

RUS (Larry McCloud) e STP-nwy; e BOH-mun; a ail-BER(a a PRU); f HEI-kie; f BAL-den; *f rum-h
/r:Sev,Bla,Otb/.

TUR (Steve Arnewoodian) a ank-ARM; e BUL-e-(a)a ser-rum; f aeg-ION; f eas-AEG.

Ill-gotten Gains:

AUS: Aue, Sar, Gre, RUM	(6)	Build 1
ENG: Eng, Nwy, Hol, KIE, SWE	(7)	Build 2
FRA: Fre, Spa, Por, Bel, Mun	(7)	Even
GER: kie, ber, DEN	(1)	Even
ITA: Ita, Tun	(4)	Even
RUS: Rue, ewe, den, rum, BER	(5)	Remove 2*
TUR: Tur, Bul	(4)	Even

* Obviously, if RUS r f rum-OTB, he only has to remove one unit.

***I etill wonder what Rueeie's going to do. I also liked Stewart's move to Piedmont; talk about strokes of genius! Oh, I found the Itelien player's prees at last...

***Winter 1903 end Spring 1904 ordere ere due to me by February 12th, 1983. I will grant a reperetion upon one request, but you must give me a good reason. As I see it, Russia's removal might be important to the English/French players; other than that, players should try submitting con-ditional ordere upon retreate/builds/removals. Got that? Good.

WORLD NEWS UPDATE:

ROME to PARIS: Once upon e time, there were two Diplomacy players. One was a rather undistinguished player who could, when he put his mind to it, write some devastating and witty press. The other player, a young Rogue, most unforgiving, whose prees was prolific but extremely dull, could play e feir to middlin' game. Now as it happened, these two players not only found themselves in the same game, but adjacent to each other, geographically speaking. Of course, it was not long before the young Rogue, seeing an easy kill, pulled out all stops on an attack against the undistinguished player. The Rogue, of course, did not realize how dangerous this was to his good name. Meanwhile, once the undistinguished player learned the nature of the threat against him, he was not only capable of completely stopping the Rogue, but also recruited several of the Rogue's allies. Also, the Rogue was soon to become the victim of yet another hideously painful unspeakable revenge...

SPY GUY to WORLD: Now it's E/F/G; who can keep up?

ENGLAND to WORLD: I wonder who "THE MANSION" really is? I find it hiliarious to see Mr Fuddybucker having e prees war with nobody fighting back. I'm not fighting him. Then again, Woody's been known to "play with himself".

ROME to AUSTRIA: You can have Mun, I'll take Mar.

MARK to PARIS: How could I possibly help Stewart? I can't figure out what he's doing.

ARIES: Neither can the Gamemaster...

ROME to TURKEY: There is little you & I can agree on. Howbeitsoever, the JORM does in fact lie norwesterly (etc) of here.

ROME to VIENNA: A small mietaka. The PND II had not realized the extent of paganism in the west.

Please note that Tri was evacuated voluntarily. Even the Pope is willing to admit his mistakes. Meanwhile, it looks like you have your hands full in the north end in the east.

ROME to THRILLSVILLE: The Pope hereby petitions to skip the year 1904. We should go from Winter 1903 right etraight to Spring 1905. This should help speed up the game. Please submit to other players for a vote.

ARIES: Hay, get with the program, Nude One! "THRILLSVILLE" is a ficticious place, and may someday have a xyn named after it (Just like "Greuetark" and "Just Among Penaslira"). Okay, I'm game. Playare, vote on the proposal. NVR-YES!!! And if it fails, we can always borrow the Pope's time machine.

.....

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Spring 2003

Tempest

NN-006

ED

P5

CHINESE INSURGENTS CRUSHED LIKE INSECTS

Everyone Wants India!

AUS (Bill Highfield) a ADE-ind(c f EIO); a HAW-prays that Australia doesn't get nuked/dream on!/:
f cor-PHS(e p HAW); f JAS-bor.

ERA (Don Williams) a gui-VEN; f ewa-ARG; f ivo-MAO; f meo-CAR(e p RIO); n sma-MAT.

CHI (Bob Olsen) a ksg-mos/ann/; a IND-h(a p BUR); a tha-MLY; f BOR-b; f SOJ-kam.

ISR (Al Pearson) n SAU-h; a IRA & a SIN-afg; a SOM-ind(c f PSG, a p IRA); a sud-CHA; a alg-MLI;
f mor-KAU.

RUS (Steve Arnewoodien) f KAM-bar; a MAN-kam; f BRI-als; f arc-YUK; a inn-MON; e mos-KAZ(a a SIZ);
f eng-NAO(e p SCA).

SAP (Debbie Osborne) e rho-ZAM; a sam-ZAI(a p WAF); f ssi-CON; f mos-EAP(a f BIO); a SAF-E-f wio/imp/.

USA (Larry Neubeuer) a ALA-h(a p MEX); f nep-BER(a p CAL); f cen-MPO; f new-NWA; f cel-NLP;

"f neo-eng/r:Nth.Nwg.Ice.Ter.Hud.Ont.Nes.Otb/.

***The miracle of Ma Bell allowed me to get Larry's retreat, which is "f neo-NTH".

***Ill-gotten gains:

BRA: arg

ISR: mau, mli, cha

RUS: mon, yuk

SAP: con, (ang)*

USA: ics?, ter? (not taken on retreat)

Current Money Holdings: AUS-\$0 BRA-\$0 CHI-\$0 ISR-\$0 RUS-\$1 SAP-\$2* USA-\$0

* After going back over the TEMPEST records, I noticed that I forgot to include Angola as part of the South African empire, so Debbie should have received an additional dollar last winter. I urge all players to review their adjudication to make sure I didn't slip up on income/ownership, since I am human and there are plenty of chances for me to SNAFU!

***Deadline for Fall 2003 orders is February 12, 1983. Hopefully in time for the next Coat of Arms.

WORLD NEWS UPDATE:

ARIES: Before everybody else forgets, I wanted to warn everyone that, according to the Whitestonia Player & Writer Poll, Bob Olsen is the BEST variant player in the hobby. Hahahahaha! Obviously, Bob is trying to lure everybody into a false sense of security, waiting for the perfect time to grab enough canters to win, right Bob? (Hee hee hee! I can't believe this!)

CHINA to AUSTRALIA: I'm doing your work, holding back the vermin-infested hordes. It would be nice if you would not interfere. On the other hand, there's no real hope, so if you want my dots, write me and we'll arrange a peaceful and orderly takeover. Just don't sneak around down there like a goddam commie.

ARIES: See Bill, he's already employing his treacherous tactics. Cave Kangaroo!

ARIES POLL: Let's see a relise of hands; who thinks that Don Williams is a Swider toady? First of all, the guy blindly praises PC (well, at least he's a man of good taste). Next, he submits the following:

JERK OF THE MONTH: I nominate Jeff Bohner, because Tom Swider threatened to do all kinds of terrible mean, nasty, disgusting stuff to me if I didn't. He even threatened to send me Woody as a Christmas present (wait till I have the scaffold ready Tom, then send him). Anyway Jeff, you're the Jerk of the Month in my book, cause Tommy Swider sez it so!

ARIES: See my point? He even consented to give me all his sc's in Trentino...

OLSEN to UNCLE AL: You don't have to fold -- I'm not really that mad at you. Just quit attacking me in this game, and oh yee admit I won the Scavenger Hunt, and you can continue to publish JAF. Okay?

BRAZIL to SOUTH AFRICA: I'm serious. I'm pulling out; I suggest you look north to the Zionist aggressors.

BRAZIL to UNITED STATES: I propose we make the Panama Canal a "free" zone; you can keep the money, but I dislike having you so close. I'll send you a dollar a year for transit fees, deal?

BRAZIL to ISRAEL: Let's not have any problems, deal? I'm leaving Africa; I can't find the coca learner anyway. One good nuke deserves another.

ARIES: Don, perhaps you should type your press in the future to avoid ARIES ED-iting.

BRAZIL to WOODY: You need a hand with "Solomon-like" Olsen? (Sodomy-like is probably truer). As they say down here, "Mi Nuke es so Nuke!".

CHINA to BRAZIL: At last, somebody is in this game who has a little intelligence. Just exactly how little do you have anyway?

??? to THE GREAT SATAN: Shame shame shame, Tom. I'm assigning you GS Number 15, provisionally. Try to earn it.

ARIES to ???: Oh please have pity on me! After all, once you're in college, you begin to believe that everybody is just a number.... Incidentally, I find the number 16 symbolic. I'm sure you have heard the old saying, "Sweet 16 & never been kissed"? "The Great Satan"? Flattery will get you nowhere!

RONNY REAGAN to DONNY WILLIAMS: Don't forget to duck! (Hahaha) Get it?

NAT to AMA: Jesus guys! Be f-----g careful with that thing.

ARIES: Boy oh boy! Time to play "fill-in-the-blanks", eh? My guess is "fearing". Do I get a prize?

DEADLANDS DKN to THRILLSVILLE KID: A six-pack of Dense packs? The only dense peck I see is between yours (and Reagan's) ears!

ARIES: Who's THRILLSVILLE KID? As to your comment, our President has his #1 priority as the commander of the United States defenses. He spends a lot of time at his job. In case of potential crisis, Mr. Reagan and his advisors must be 100% of their actions, and serve as the authority on what constitutes proper defensive measures. You can afford not to be 100% correct, but our President can not, since that's his burden. Please consider that before making snap-judgements.

DEADLANDS DKN to THRILLSVILLE KID: Say, do you think you could talk Mainardi into allowing us to bring a nuke or two into 82 HC (Trentino)? I'd really love to use a nuke against Austria. We could call it "Whits-out".

ARIES: I wouldn't do that to an ally, thanks. We were wondering how long Dave and I could remain allied before anybody realized we are allies. How long did it take you, or did you just find out?

BRAZIL to WCRLD: The junta today announced that the new XM missile being moved to Mata Grosso this season will be called "Tacomaker".

ARIES: That's better than "Corpus Christi", eh?

OLEEN to WOODY: Please do not send me any more pornographic pictures of yourself. This latest one is truly outrageous. To punish you, I am putting it in the press, but don't let it happen again, okay?



LEFT: Woody's pose for
Diplomacy Digest

RIGHT: The Armenian way
of negotiating with
Lowlife Larry. (By
the way, this item
is brought to you by
ARIES!



Turn 3

Amidar

Star Year 2483

BOOVIAN (Jeff Bohner; #1) Has TPs in 0408, 0902, Barnard, Hamel and Kruger

TRUNG HEGEMONY (Debbie Osborne; #2) Has TPs in 2605, Ceti and Mira

ZERT CHUMPDON (Al Pearson; #3) Has TPs in 2419, 2715, Ophiuchi, Kapetyn and Canis

REMULAK (Mark Larzelers; #4) Has TPs in 0414, 0514, 0917, 0919, Bootis, Wolf and Arcturus

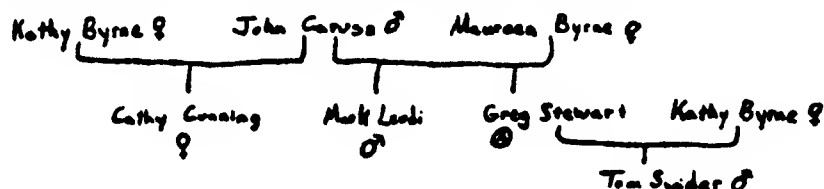
***Deadline is February 11th. On turn 4, I may print a situation map, and will do so every production year, so as to allow your peers to view the action. It may see print in ED #12; that is, if I got myself psyched up to draw the map on hex paper, or get a xeroxed copy reduction done at the library.

.....

Sis, Daddy made me do this!

THE FAMILY TREE

***As some of you may know, Cathy Cuning started a Diplomacy family, which I recently joined/was adopted. Some interesting problems came up about Greg Stewart; he's my father, Cathy's cousin and Mark Laudi's brother; Cathy, Mark and I are mutual brothers/sister. I thought I'd provide the family tree as it currently stands. It might not make much sense, but to me, it makes little sense!



***As you can see, Greg is my father, Mark's brother and Cathy's cousin (and also Cathy's brother). Since Cathy & I have the same mother, we're sister/brother. Mark & Cathy have the same father. Since Mark's step-mother is my mother, that makes him my half-brother, I guess. I guess that this proves that Cathy's new Dippy family is set up on a "Family Bueh", rather than a Family Tree...

Gamebits

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***It seems that I usually put off writing this section until its too late. So, I'm just going to sit down now and type it in its entirety. It'll take me quite a while, since the subject matter is deep in nature. That topic? ROLE PLAYING GAMES. This article is aimed at people who have never heard a thing about ROLE-PLAYING GAMES (hereby abbreviated RPGs).

***First of all, I should state exactly what a role-playing game is. RPGs are games that have the following rule structures: 1) Loosely interpreted rules 2) No specific setting 3) Played mainly on a tactical (read that as "Each player's 'playing piece' is one person") level. By definition, any of Rod Walker's claims to Diplomacy being the first role-playing game are wrong, but let me say that Diplomacy and RPGs are very comparable games, since people who are likely to play one usually would like to play the other type of game (Ex. Gary Gygax, the "inventor" of Dungeons & Dragons used to play lots of Diplomacy, and was involved in the postal hobby a long time ago, if my memory serves correctly). Let's look at these three points in detail.

#1: LOOSELY INTERPRETED RULES: This is probably the most important concept to RPGs. The rules are not made of concrete. The GM who moderates a RPG is to use his common sense to judge what can happen or what can not happen, or to improvise (logically) a method to cover situations which are not covered in the rule book. Guess that's why BRUX doesn't like RPGs.

#2: NO SPECIFIC SETTING: The game does not come with a map in which all playing actions must be limited to. It is usually up to the GM to generate a hypothetical environment in which his players will "play the game" in. There are RPGs that have their setting in particular mythologies (ex. Third World Tolkien, Mongo (the world of Flash Gordon), The Young Kingdoms (from the Elric Saga), the Star Trek galaxy, the Wild West, Camelot, Watership Down, Post Holocaust Earth, or the one I find most appealing; 20th Century Earth. Of course, this means LOTS of work for the GM, but the end results can be most gratifying.

#3: PLAYED ON A TACTICAL LEVEL: Each player represents a person in the GM's hypothetical setting. Many times, people control their "unit" like a Diplomacy army, but the game takes on another dimension when the players add personality to their characters, especially one which is different from their normal personality. If you need an example of what a character is/can be, here are some good examples: James Bond, Frodo, Elric, The Baron Vladimir Harkonnen, First Evil, Darth Vader, Billy the Kid, Mutant Butler, The Shadow, The Incredible Hulk (Yes, there are some very good RPGs who have their settings in "comic books"; don't laugh, or else I'll send "Sleuth" after y'all!).

***Next, you should have some idea of what you need to play. First, you need a set of rules to run the game (more on that later...much more on that!). Also, you need to have plenty of paper and pencils. Some of the games also require the use of polyhedral dice (those are dice without 6 sides, but are geometrically balanced) which are used to create different number ranges or random percentages. Lead miniature figures are helpful to show the positions of the characters in specific situations, but they are not a must, and can run you quite a bit of money and time (if you want to paint them). But, the most important ingredient is imagination. For that, you must have the time necessary to think of imaginative places to host your adventures and to think of interesting people for them to encounter. Currently, I don't have enough time to begin thinking of GMing any RPGs due to school, but I'm more than willing to play a RPG on occasion.

***In the course of the game, the GM will give you a mission or allow your character(s) to pursue goals in the land the adventure is being hosted in. Many games can be stereotyped as "hack & slash", where characters rush into dungeons only to fight mythical beasts. A good GM is able to not only do that (and with a bit of creativity), but will allow players to talk to non-player characters (those controlled by the GM) allowing for some witty parleys, chances to explore vast wildernesses, or even court the love of the Count's daughter (Note that combat is possible, but NOT mandatory to create interesting situations; in fact, I've had exchanges of words in RPGs which were a hell lot more fun than combating a room of nasty creatures.

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***When playing, the GM tells the players the current situation; what they see or smell or hear, what a particular object looks like, what "Percy" told you/did (Percy's the bouncer at the Chon Chon Inn; he's so tough that he "wipes" himself with sandpaper; he's so tough that he picks his teeth clean with porcupine quills, etc.), etc. After he finishes his explanation, the players then each decide which actions they'd like to take, with the GM telling them the results of those actions. This continues until the task is finished or abandoned (by everybody giving up, dying, etc.). In a RPG, there are no winners, yet everybody who has fun is considered a winner. It is a game which simulates life. Do you win the game of life by marrying somebody and having 3 kids? No, that would be dumb. That is the whole basis of RPGs; fun. They give you an outlet to express yourself in ways that you normally find difficult to do in real life. For example, I'm a shy person, yet when I used to play D&D, I developed a character over the course of two real years by the name of "The Greatest of Two Evils", a cynical and selfish cleric priest of Satan. Although I am a

Russian-Orthodox Christian, I realized it was only a game, but it allowed me to play the role of an aggressive person who is willing to cross anyone to meet his ultimate goal of immortality; two things I keep inside me. I, in real life, would like to be more assertive, and I fear dying. RPGs allow some extent of relief.

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***Following are some descriptions of some of the RPGs I have played. At the end, I will provide information on costs, availability, and other sources of reading material on role-playing, which include a few magazines.

DUNGEONS & DRAGONS

***Although this is the original RPG, I can only say one good thing about it; it has a large following. Characters are stereotyped by means of what are known as "Classes". Some examples of classes are: Fighter, Magic User, Thief, Monk, Druid, Witch, Clerics and Paladins (Paladins are super-warriors fighting in the behalf of the forces of good). Each character has combat skills and specialty skills. Specialty skills are things like: Picking pockets, evaluating the value of a gem, casting spells, interpreting maps, or recalling legends and myths about certain objects/people/places. The thing I don't like about all that is that people are not simple. I can play the violin, type, drive a car, lift 200 lbs and do shorthand. The fact is that although I may be better at some things than I am at doing others, I can still try doing them. In D&D, a fighter can not attempt to pick a lock or cast spells.

***As in most RPGs, characters are generated by throwing 3D6 (That means "Three six-sided dice") and taking the sum for six attributes of their character. In D&D, the attributes are Strength, Dexterity, Intelligence, Wisdom, Health (they refer to it as "Constitution") and Charisma. The higher the number, the stronger you are in that respect. The highest attributes, for the most part, determine what class of character you will be. If you do not choose that class, you will not ever be able to excel in the character's field, no matter what. Systems without classes allow you to develop any ability you want. In D&D, you gain skills in your class only.

***Characters improve by gaining "experience points". For every thing you kill, every magic item you find, for every brilliant feat your character accomplishes, he gains so many experience points (They are sort of like Pudge Points). When you get so many, you go up a level (a quantitative measure of how powerful/skilled your character is and gain additional skills, benefits and are also made more difficult to kill. Most GMs only award experience points due to killing creatures; this is also the easiest way. Therefore, the game emphasizes combat. GMs then lose their creativity for making adventures which have their main interest in fights rather than in role-playing/acting. That is why I don't like D&D.

***But as I said, it is popular for some reason. TSR (Tactical Studies Rules), the company which owns D&D, has a wide selection of materials available, including pre-designed adventures. Although some of their books are truly interesting to read (such as The Dungeon Master's Guide and The Player's Manual), there are some worthless materials available, waiting for some unknowing sucker to buy them, such as the Fiend Folio, Deities & Demigods, and many of the pre-designed adventures. All I can say is if you get involved in D&D, be very careful of what you buy, and try to get some first-hand opinions on the materials you buy. This applies to all RPGs, but because D&D is the original, there are many more crooks out there trying to make a fast buck by trying to make you buy a D&D item which isn't worth the paper it is written on. That is the price you pay when you are number one. (Incidentally, D&D is in the world of "fantasy" based games, if you didn't know)

BASIC ROLE PLAYING

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***BRP isn't the name of a game, but is a family of games. This is the Avis of RPGs, and by far the best in my opinion. The original member of the BRP family is Runequest. Other titles include Stormbringer (based on Elric and the Young Kingdoms; fantasy), Call of Cthulhu (based on the horror stories of H.P. Lovecraft; 1920's) and Worlds of Wonder (sort of a 3 in 1 package. It includes Magic World (fantasy), Superworld (comic-book heroic setting) and Future World (Sci-Fi) (take that MP Blarfo!). BRP games do not rely on character classes. If you want to learn magic, you can, but there are certain advantages and disadvantages that go along with that. All actions are resolved by rolling percentiles, and if your percentage skill equals or beats the number rolled, you succeed in doing whatever you were trying to do. The BRP rules are written in such a way that you can take rules from Call of Cthulhu and use them in Stormbringer; this allows the GM more flexibility than most systems can offer. The rules are well illustrated and give plenty of examples to answer any questions you may have. Runequest by far is the most popular of them all, but has the most complex combat system in the BRP series. Actually, characters are easier to kill in a BRP game than in D&D or other systems, so combat is discouraged and role-playing is encouraged. The rules are also logical in the sense that they follow the premises of the world in which the game takes place. For example, in Runequest, if you want to learn magic from the God Magma (God of Volcanoes), you must become a member of the church and support the church. The more you learn from Magma, the more faithful your character must remain, which restricts what he can do in his spare time. Even though this is fantasy, it has a believable premise. R is comparable to Greek mythology, but not

fantasy. Believe it or not, there is a noticeable difference.

***Characters are generated as in D&D, except there is no Wisdom. However, each character has a Power rating (which indicates how influential he is with the Gods) and Size. Characters may improve themselves by field experience ("Practice makes perfect") or by training (but you must have money to do that). Note that with training, you can only go so far with it, and the rules state that you can not buy additional training until you use that skill outside of school. For example, if you are being trained in the fine art of Oratory, you can only buy a 5% increase in skill. After that, you must use it (ex. Talk/convince the chief of a neighboring tribe to cease their weekly raids upon the local farmers). If you succeed, you get a chance to increase your skill. If you fail to do so, you can always buy more training, since you succeeded in using your Oratory skills in a practical manner.

***BRP allows you to develop your character; D&D tells you what you can't do, BRP tells you what you CAN do. If you'd like to give RPGs a try, I suggest you get started by buying either Basic Role Playing or Worlds of Wonder (the book/manual Basic Role Playing is included in Worlds of Wonder).

THE FANTASY TRIP

***TFT is also a pretty good system, although the game rules, as is, have some disadvantages in the fact that certain classes have distinct advantages, and that it is too easy to get powerful characters. TFT draws a good part of its rules from two of Metagaming's "Microgames"; Melee and Wizards. I remember in my first years of playing wargames that this was the funnest game to play (this was before Diplomacy took its effects) because it was a good balance between realism and playability. The game uses all six-sided dice; which has its advantages (ie. You don't have to go out and buy 20 different types of dice) and disadvantages (ie. The Bell Curves you can generate are limited).

***TFT does have character classes, but there are only two of them; fighters and wizards. To make a character, players distribute a total of 32 points between three attributes: Strength, Dexterity and IQ. This provides for above (slightly) average characters, so you don't get stuck with a bad character because you didn't roll good numbers. Fighters have an advantage in the fact that Spells are so costly to acquire in game terms that it is hardly worth learning spells. Also, the fighters can use their IQ points to acquire good skills instead of buying spells. In TFT, there are various skills (ex. Pick pockets, legend lore, etc) which you can acquire by using your IQ points to learn them. If you have the money, you can also pay a wizard to make you "forget" a skill so that you can get a different one, or just increase your IQ as you get experience points (which are gained in the same fashion as they are in D&D).

***The BIG advantage is that getting into TFT isn't a big investment. All you need are 3 books: Advanced Wizards, Advanced Melee and In The Labyrinth. They cost around \$6 each, so this is probably the most economically feasible system available. But as I said, there are a few problems with the system, but don't forget: The GM should be the judge as to how uncovered situations are to be handled; USE COMMON SENSE. One disadvantage is that there are not too many pre-designed adventures for lazy GMs to rely upon (actually, that's an advantage in some cases; I think that GMs shouldn't rely upon them too heavily).

DRAGONQUEST

***Of course, this was designed by SPI, because it is very realistic. Players have to keep very exact track of what food they eat, how fast they travel overland, when the last time they took a bowel movement, whether they brushed their teeth, etc. You may think I'm kidding, but I think that DQ is too complex for my purposes. There are those who do appreciate this sort of realism (ex. A large following of Chivalry & Sorcery, a RPG popular in Canada which is twice as demanding as DQ). The combat system is well thought out and is probably the best available. This has the drawback in that it takes much longer to resolve a battle than it would using a simpler system.

***Characters are designed partially by luck and partially by choice. A die roll determines how many points you may invest in your character and what the maximum value of any given characteristic can be. However, the more points you get, the lesser the maximum value of each characteristic may be, and vice versa. That is one very good idea.

***DQ has class systems, but allows you to buy skills with accumulated experience points, so it isn't too bad in that aspect. There are also a number of EXCELLENT pre-designed adventures for the game, and hopefully TSR will add to that in the future. DQ is for the "hard core" Fantasy Role Player, and may well be worth the time investment.

TRAVELLER

***As D&D was the original Fantasy Role Playing game, TRAVELLER was the first Science Fiction based RPG. It is similar to RQ in the fact that there are no character classes. There are plenty of modules available and sourcebooks. When I played Traveller about 3 years ago, I was a little disappointed in the fact that the rules were not very complete and that the combat system wasn't either. Then

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Pg

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again, neither was D&D and that's the best selling RPG on the market. I guess it pays to be #1. The people at GDW (Games Designer Workshop) have come out with a hardbound revision of the rules; as of recent, GDW rules have been well written, so hopefully they cleaned up the rules. If you are interested in playing a Science Fiction RPG, I suggest you get in touch with somebody who is more involved in TRAVELLER at this time, since my experiences are outdated. There are 3 other SF RPG I know of; Space Opera, Universe (both of which are as complex as DRAGONQUEST) and Star Frontier (TSR's "D&D in Outerspace" clone). TRAVELLER seems to be the only game which would be playable.

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TOP SECRET

***Because I like RPGs which are based on our time (20th century), this one closely rivals ERR in getting my vote of "Best RPG". TS combines elements of D&D and Runequest. Characters thrive on experience points, which may be used to improve their skills/attributes, and combat is %age based; even more so than Runequest. Adventures can be similar to those of the James Bond stories or modern situations (ex. a TS scenario could be based on something very similar to a chopper rescue of some hostages held captive in an embassy, although this would be a game on a VERY large scale (ie. involving many many characters) or assassination attempts of certain people in a Central American country, etc). I have only played this game once, using a character by the name of "Barney Oakley", an assassin who masquerades as a French Chef. TS is different from other RPGs in the fact that it doesn't require a large number of players to generate a good game (in espionage, small groups can go around undetected (virtually) whereas a party of 10-12 players would trigger security alarms and are otherwise easily detected, whereupon two or three squadrons of guards could be dispatched to deal with intruders. So if international intrigue, romance and the Orient Express are to your liking, TS would be an excellent choice. However, be sure to start slowly, as it is not an easy game, but is one which can be learned within a few sessions.

SUPERHERO 2044

***This is a D&D clone; it works just like D&D does, except you are a superhero (like Spiderman or "Paperboy") or a supervillain (like The Joker or Sleuth). There are no spells, but characters who are in the "Superbeing" class get powers (ex. Super strength), but also have a weakness (ex. Kryptonite). Characters can also be gadgetmasters (ex. "The Greatest American Hero") or specialists (ex Robin Hood) or even Mutants (ex. "The Incredible Hulk"). The game works just like the adventures in the comic books. The combat system is just dice rolling, with no thought to serious strategies. It's a fun simple game sort of like D&D, but without thousand page rulebooks. Characters can have costumes, secret identities (which "Sleuth" tries to deduce; if he pegs you and blows your ID, your character becomes useless)(actually, anybody can attempt that, but Sleuth had an obsession with that aspect of the game), groupies, the works!

***This type of RPG is good if you don't want to put too much time into RPG designs (many GMs who set up campaigns of other games like D&D, et al, spend countless hours designing and writing; in this game, you only have to write up a number of scenarios, since much of the game is abstracted). There are other games out now which are attempted improvements on this theme; namely, Villains & Vigilantes and Champions; both which are not that bad, according to magazine reviews (although Champions is on the detailed side of RPGs).

***Well, those are all the RPGs I have played. Now, I should give you a starting point as to where you can find these games if you can't get them locally. The Judge's Guild, who designs adventures for several RPG systems, also is a game distributor, and provide good service (you get your order in about 1 week). For a free catalogue, write: Judges Guild; RR 8 Box 9; 1221 N. Sunnyside Rd 2-10 Decatur, IL 62522. There are also some magazines which review RPG products. They are: The Dragon, Different Worlds, Adventure Gaming Magazine and The Space Gamer. You can get those at wargame stores or through Judge's Guild.

***Next issue, I will review a number of magazines which I have read. They will include the above, plus some others you may already be familiar with (like The General, Fire & Movement, Arier, etc).

SELL & SWAP

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***Rick Craig of 15010 Yorkie Lane; Lepine, CRE 97739 has the following games for sale/trade: Down With The King; Outdoor Survival; Bismarck; Belter; The American Dream; Star Trek; Space Hop; Speed Circuit; Gold; Rail Baron; Dragon Hunt and Werlocks & Warriors. If you're interested in any of the above, drop him a line. Rick also mentioned that he playtested Down With The King and Gold for AH, so you might be able to get some good information about those two games ("straight from the horse's mouth").

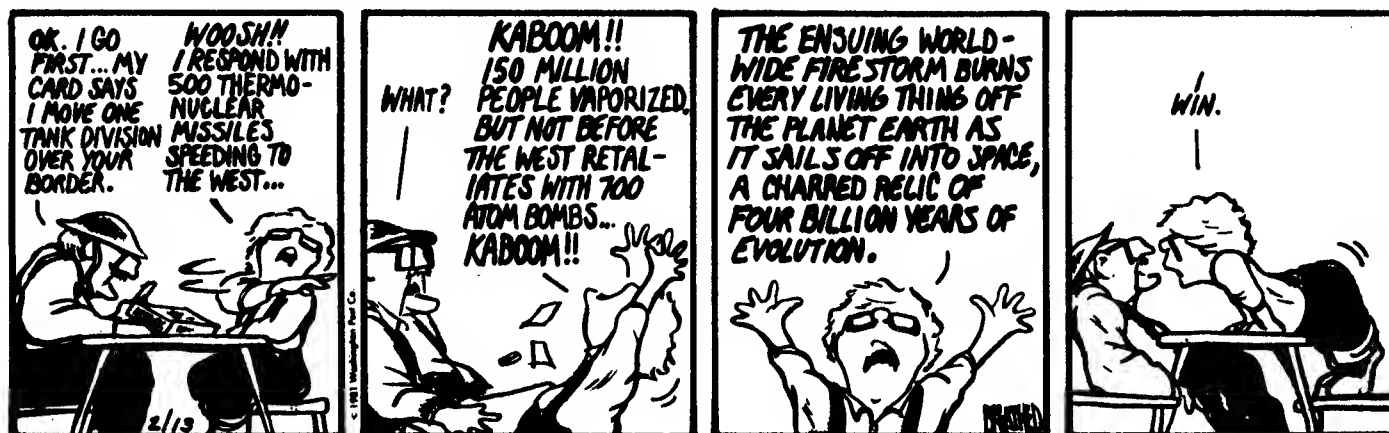
***Let's see. I still have some games I'm trying to sell; there are some additions and updates. My list is as follows: Russian Campaign; Blitzkrieg; Chester Aleis; Murfreeburo; Midway; Down With The King; Middle Sea; Divine Wind; Imperium Romanum and HOAX (a game which Horst Pearson highly recommends). I pay postage. Will take first reasonable offer. Also Empire Builder.

***Well, my typewriter needs a new ribbon by the way the last ten pages turned out. The reduction itself is a pain in the can to do, and may be difficult to read at times. I will only use reduction (with liberal spacing) to conserve on space when I know that I'll be doing a large issue. I still felt bad about hogging 16 pages when I began doing this issue, so as a protective measure, I decided to put an "under 12 page" limit on myself. Since I already used up most of the space, I will delay printing the latest season of all three games (which are being sent out separately anyhow; with Woody in two of the games, I have to send everybody the results on the same day I send things out to Steve to make sure nobody has an advantage). One of these days, I'm bound to catch up with myself. Maybe next month. From the looks of it, that's a good possibility.

***Liar Al didn't get Allison's report to me yet; maybe next issue? Also, Greg Stewart send me something special which I need to work with him on (We're calling it "Operation: Gray Home"), which should see print next time. If I forgo writing lots of garbo on games, then I can let the games catch up with the xyn. Sounds like a good idea to me; it'll give me a little vacation, if you forget about "Operation: Gray Home".

***POLITBURO Dept: Do any of you remember that variant game I printed a few issues ago, Politburo? I sent a copy of the rules to Alan Parr (publisher of Hopscotch; a British Xyn) and it seems to be getting a good reaction out there. Sort of wished people would take a better look at Politburo, since it is not much more complex than the variant/Bourse game which Steve Langley is running in Magus. P uses basically the same rules, except control of each country is determined by a winter election, with votes based on how much money of that country you have. If you'd be interested in playing, Alan's game would probably be the best choice; with all the deadwood in the American hobby, it seems a good letter-writer has to go to Europe to find some half-way decent correspondants! (Actually, that's not completely true, but many of us, myself included, think that letter-writing is a lost art, and that most Dip players are in too many games, ergo they can't write very often). Hopscotch is a "just games" xyn for the most part, but it has a wide variety of games (none of which are Dip or variants, with the exception of Politburo). If you'd like to find out what the British hobby is like, send Alan an international Reply Coupon for a sample of his xyn. Or better yet, send him about 6 of them, and he'll send you a bunch of different UK xyns (Alan runs the Xyn Sample Service out there; a rather good idea if you think about it). The address: 6 Longfield Gardens, Tring, Herts, HP23 4DN, United Kingdom. If you are lucky, you might even see Sis out there somewhere...

***This should wrap it up for now. I'll leave you with the following, to which I say "Thanx and a tip of the Hatlo Hat to Berke Breathed".



Contrary to popular opinion, this is ...

STRANGE DOINGS

If this were a sub-zine (but it isn't) it would be brought to you by Mike Mazzer, 1338-B Harvard St, Santa Monica, CA 90404 (213) 828-1085.

This issue of STRANGE DOINGS is dedicated to Kathy Byrne, that most long-suffering hobby personage, who still claims that Woody is her best friend in the hobby despite the fact that (1) he gave her double-pneumonia at PudgeCon and (2) after he showed up at her place over New Years, she ended up in the hospital for a week. Now I ask you, is this lady not a saint! Kathy commands the largest following of slavering teadies (myself included) in the hobby who will do anything for her, walk through fire, slit their throats, give her their centers, even ally with Woody. Kathy, this one's for you. Stay out of hospitals, honey, they are only for sick people.

Appropriately enough, the very first letter to STRANGE DOINGS is from the great lady herself ...

Dear Creep, ((isn't she sweet!))

I automatically rule in favor of my honey, Bob Olsen - you know him - my honey who let me have the only bed in Wichita. What did you ever give me besides a hard time? ((Most of my centers in Mass Murders))

Bob won the name of the subzine contest and I demand that you change the name of STRANGE DOINGS to its rightful name, DANGLING EAR-BOBS. I also suggest that you never refer to my lover as Hippo Hips again or I will be forced to fly out to Calif. and wash your mouth out with lysesol and disinfectant! ((ooohh!!))

In the event that you do not listen to my ruling, I now warn you of the consequences such a stupid move on your part would set off:

(1) I write Mrs Mazzer and tell her how you refer to Amanda as a "twit" and keep trying to sell her to the Arabs or worse yet to Woody.

(2) I write Mark Berch and tell him you'd like to see printed in It's entirety in DD Mass Murders and a commentary by Mark himself on the death of a consummate genius!

(3) I write Toots and ask him to send gross Fluff Shaefer to your house to entertain you wife! This assures you will not only be childless but wifeless as well. ((tempting))

(4) I write Robert Sacks and give him your phone number and tell him you want to sign his covenant and join all of his committees!

If I was you, Mike, I'd give honey whatever he wants because nothing is worse than Robert Sacks calling you ((not even Woody?))-believe me!

Kathy

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Let's have a big hand for the little lady, she's got spunk! (Girls are so cute!) Of course, my houserules preclude calling an ombudsman, and Kathy couldn't be an ombudsman anyway because she's just a girl. Peggy deesn't mind me selling Amanda to the Arabs, as long as I get a good price. You're just jealous because you couldn't get a good deal on Phyl.

I see I've been rude to Woody again. I didn't thank him for the two flies which he sent me in the mail. Yes, indeed, I revived them with mouth-to-mouth resuscitation (at least I think it was their mouths) and they are both doing fine. I've named them Woody and Kathy after my two hobby heroes. They are very good companions, I take them on walks and everything and they help me with my Dip games (including the adjudications of 82IK). Amanda has taught Woody to sit up and beg. By the way, I think Kathy is pregnant. (The fly, that is.)

I get the hint, Woody thinks he can goad me into writing an article by forging my name to an absolutely atrocious piece and running it in CAA (I'm referring to the "Polish Brain Surgeon" piece which appeared last ish. No I didn't write that monstrosity!) Well, it worked. Woody, you lucky devil, you have the opportunity to publish Chapter One of my little treatise titled (modestly) How to Play Postal Dip Like a Consummate Genius.

But first, the PudgeCon Invitational, featuring some of the first entries in the Imitation Olsen Press contest. Remember, it's not too late to show the world that you too can write press like Old Hippo Hips. I'll be accepting entries for the next couple of seasons and the winner will get a fabulous prize, which I'll talk about as soon as I've come up with an idea. And now ...

1982 IK

First PudgeCon Invitational

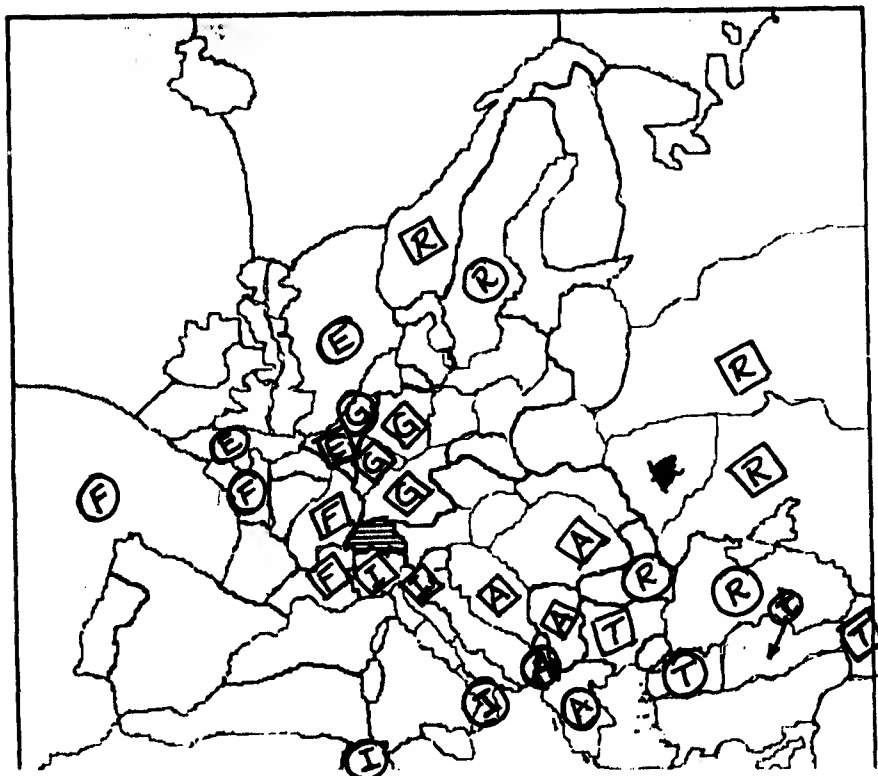
Spring '02

~~THE RUSSIANS ARE COMING~~ // ~~THE RUSSIANS ARE COMING!!!~~
(I'll handle the headlines, Peters, if you don't mind. Sheesh!)

"Olsen sends greetings to the Queen of Turkey/ And bids thee study on what fair demands/ Thou mean'st to have him grant thee."

-Shakespeare: Antony and Cleopatra V;11
(paraphrased)

1982 IK SPRING '02



The lower case "t" means
The Turkish Fleet is in
retreat.

Austria/Russian onslaught
unabated. England/Germany
getting their act together in
the west? Italian ruler
MIA?

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1982 IK

First PudgeCon Invitational

Spring '02

Aus (Olsen) F Tri-ALB, A Vie-TRI, F GRE-Bul(s)(A SER S), A BUD attacks
Woody (h)
Eng (Hanson) A Wal-BEL (F ENG C, F NTH S)
Fra (Rauterberg) F Spa(n)-MAO (F BRE S), A Ruh-BUR, A MAR-Pie
Ger (Michalski) F HOL S Eng A Wal-Bel, A Mun-RUH (A KIE S), A Ber-MUN
Ita (Osuch??) NMR!! A VEN, A PIE, F TUN, FNAP all U
Rus (Peters) A Stp-NWY (F SWE S), F Sev-BLA (F RUM S), A Ukr-SEV (A MOS S)
Tur (Woody) A ARM-Sev, F CON S A Bul, A BUL § F Bla-Rum (F Bla d/r-Ank,OTE

How delightful! My first NMR. Standing by for Fall '02 is Mark Leudi 730 Atwater #15, Bloomington IN 47401. If any of you have any idea how to reach Bob Osuch, please let me know. If Mark takes over next fall, I'll be without standbys, so volunteers will be appreciated. OK, so Mark Leudi is asked to submit standby orders for Italy, Fall '02.

Zork; Summer, Fall '02 are due Friday, 11 March.

Press:

GM: We begin with the traditional ...

Switz: Woody sucks!

GM: Thank you, and now for the first in our "Imitation Olsen" series.

OLSEN*PSEUDO-GM: "Self-parody"? You disapprove of my press? This from a man who is by his own confession totally senile, and whose game play has come to resemble the helpless thrashings of a dazed mental patient recently injected with an ineffective antipsychotic drug? A man whose very name has come to be synonymous with "Come stab me, Peter Fichs" and "Hi, Steve Langley, want my centers?" So if you're so smart how come you play like Woody? Huh? That's what I want to know.

And another thing--Count Vlad is not bumbling, he is never maudlin and self-pitying. It's true he has a corps of swans at his beck and call, but he has never used them in defeat, only to magnanimously remove from the field of battle those--Ron Canadian Brown, Gary Letter-Passer Schmidt, Mike Nixon Mazzer, and similar riffraff--who have been ignominiously defeated in single combat.

But still, I'm prepared to overlook your offense, since you have one saving grace-- your unflinching hatred of Woody. Anybody who seeks to make Woody's life a living hell cannot but, although it is to be admitted you come close. I'd suggest that in the future you try to concentrate on picking on Woody, and avoid those aspects of existence for which you have no talent or ability, namely, all of them.

GM-"OLSEN": Excellent! This captures the maudlin self-pity, the anti-Mazzer paranoia and general Olsenian tone very effectively. There is also a nice touch of self-righteous pomposity that adds to the piece, and it takes some nice shots at Woody to boot. This entry is going to be tough to beat. OK, here's another fan letter...

Rooskie-GM: Is there no limit to the depths that "Strange Doings" will plunge?!? First you vilify good ole Woody, who never did anything to anyone, and you tempt all of us players into joining you in your slander of the Wood Man by offering rewards the like of which only a few mortals can hope to attain in their lifetimes. And now you seek to ridicule the venerable Bob Olsen, who through a constant stream of self-pity and laments, has adroitly managed to accomplish absolutely nothing of note in the hobby. Well, forget it, Buster, I'll not be drawn in that easily again. Which player will be next on your vicious hit list ((are you volunteering?))? It can only be a matter of time before all of us have been targeted for abuse. If it were somehow

25-2

possible for the GM to win the game he adjudicates, I'd think you were cleverly using the divide and conquer maxim on us all. Besides, enough of the "B.O. press"-- wasn't Count Vlad staked out long ago.
GM-Roskie: I object, Bob did teach me all I know about Dip... hmm, I guess your right, he has accomplished absolutely nothing.
GM: Some more "Olsen Press", whahah I'm too lazy to type.

Count Vlad: "Whew, hold your nose acne face, the stench coming from the Balkens is worse then the one that comes from Mazzer everytime he stabs me!"

Acne Face: "I smelled that smell before, I'd never forget a stink like that, wasn't it in Wichita, right before the epidemic!"

Count Vlad: "Ach! So it was, I remember the stench seeping through the crack in the closet door, I had to rescue my sleeping beauty- Olga, oh, yes, and Kathy too before they were overcome from the fumes."

Acne Face: "What should we do Count, it means only one thing the scum of the world is in the Balkens, please don't make me go any further into the Balkens, I don't want to catch herpes."

Count: "Ach! You sniveling wimp, even we can beat up on a Turkey who wears panty hose. We are not facing that back stabbing SOB of a GM we have, we are not faced with fighting a consummate genius, we are only faced with an incompetent Woodhead who thinks having a good time is pinching Toots hiney! We shall borrow gas masks from our Italian pisanos - he has extras as he's been using them so that France's BO doesn't knock him out....."

Acne Face: "Count, you certainly are a hard ally - expecting me to risk my virginity by advancing towardanything but this....what if he tries to rape me?"

Count Vlad: "Stop stealing my lines, I'm the sniveling wimp around here, and don't you forget it! Ach! These youngsters no respect for anyone!"

Forward - we march into the harems this year - to save all those poor little Amanda's from Woody the child molester or from their pitiful fathers who sell them to the Arabs! Acht! Isn't revenge sweet?

We get to step all over the hobby slime, we get to wipe the green moled Armenians into the mud (especially in the press) and best of all we get to stab Mike Mazzer before he stabs us!"

"Acne Face: "How do we stab old two faced, he isn't even playing?"

Count: "Lucky for you, I have some brains, rumor has it the Arabs are picking up Amanda in Smyrna & that is where they will pay off that pitiful excuse for a father. Once we take Turkey, we not only get Amanda - we get her old man's money. When the Arabs ask for Amanda, we tell them that all Mazzerman left for us to sell them is Woody. We tell them that Woody is a secret weapon - a walking epidemic - so hideous that he is quarantined to clear any room or country for that matter - so smelly that anyone who comes within 500 ft. of him without the protection of a gas mask immediately dies a torturous death - a thing so ugly that even the male race refuses to recognize him as a mistake his face alone has scared away more birds in a corn field than a scarecrow ever could!!! We convince them he is worth millions as there is only one like him in the entire world."

Acne Face: "Count, no longer is Mazzer my idol, you are, you have to be a consummate genius to come up with a plan like that, Long Live my Count!!!"

Count: Ach! And you thought, my beauty was my strong point. Brains and Beauty too, now you know why my Kitten Kathy will always be my true love. Caruso has nothing on me!!!!

Austria politely tells the GM: Go to Hell!!!! I alone write Count Vlad! Keep up your unfair practices and I will once again ((write?)) to my kitten about you! ((Always hiding behind a wonam's skirts, eh Bob?))
Austria: I hope some of the other people submit press this time--it was so exciting seeing nothing but my own stuff in Winter '01 that I've gotten over-stimulated. ((Overstimulated? Have you been buggering Olga again, Bob?))

GM: Now for some controversy. Eat your heart out, Bruce Linsey!

Aus-Unfair GM Criminal: You're not Brux and you can't duck the issue of an ombudsman by pretending that your incoherent, nonsensical ((how's that?)) house rules forbid it. ((Of course I can, I just did.)) I forbid your house rules from forbidding it. ((I'm sorry, my house rules forbid your forbidding my house rules from forbidding it, and if you continue your harassment, I may have to call an ombudsman in my defense.)) And you, what a marvel of pure folly ((I am pretty marvelous, aren't I))--attacking Kathy like that. I'd hate to be in your carpet slippers when she reads that stuff you wrote last time. Your life is not worth a plugged nickel, and that's before she gets mad! ((You're the one on Caruso's hit list, not me.)) Look here, boob, Kathy is my ombudsperson and my decision is final. I don't want to hear any more of this and I want this final decision published in the next issue of DANGLING EARBOBS. ((Don't hold your breath.))

Woody-GM: Change the name of your non-subzine to STRANGE GM.

GM-'82IK: Actually, I did consider changing the name, in honor of you all. I was going to name it after C.M. Kornbluth's novella THE MARCHING MORONS.

What's his Name to GM: So tell us where STRANGE DOINGS will be appearing next month? Of course if you give me Rum and Sev in Emilia Romagna, SD can remain in DI! ((C'mon, Woody, this is the best thing in your rag!))

Woody-GM: Please the next time you have a sick article to write, print it in your non-subzine! That thing last month was so gross that Michalski enjoyed it! ((I'll print it when you can get the types that match, ok??))

Woody: Hey, knucklehead. That's you my hated GM! Next time print your zip code! You're a waste, & a total nothing you can't even get your address right. ((My mother likes me.))

GM: Here's some more from America's heartland.

Wichita: It has become very clear lately that Mike Mazzer, here and after known as slime, toad dirt, the crook and stabber, only started this ToadyCon Invitational game in order to stab me again and again and... eh, excuse me, I got bored with what I ~~was~~ was saying and lost track. Where was I? Oh yes ... and again. Now he has started an "Imitate Bob Olsen" contest. My whole life, until I met Mike Mazzer, was an uneventful stream of unimportant events. Boring but pleasant. Now it is one stab after another. He puts me in a game without my kitten. Worse, he puts Woody in the same game. The only thing worse would be if Mazzer were the GM. Yes, you guessed it. I think I'll have to refer this to an ombudsperson ... oh kitten.

Wichita-Santa Monica Commune: By the way, just how much are daughters going for with the Arabs these days? ((Not very much. Since Kathy is putting her kids up for sale, there seems to be a "kid glut".))

Olsen-Mazzer: I was going to mention "Not to Mention Camels" but I thought I was not supposed to mention it. ((OK, don't mention it.))

GM: And now a trip to ...

Futuretime: The scene is a typical Sambo's restaurant. Two figures are seated at a table along the front window. One is Woody; he sips from his cup of coffee, makes ribbeting noises at the waitresses, and laughs hysterically from time to time. The other is a mysterious ~~midnight~~ 3 AM visitor, and he sits quietly eating a typical Sambo's steak.

A tall, lank figure approaches and stops at their table. The mysterious visitor turns to look into the barrel of a .44 magnum. A voice from behind the barrel says, "Enjoying your steak, kid?" Woody again breaks into hysterical laughter, drowning out the sound of the gun's report.

Woody, realizing what has happened, asks, "Why'd you do that? He would've talked eventually."

The tall, lank figure holsters his piece and sits next to the corpse. "In a game, anything goes."

"You could've done it before he ordered; I'm gonna have to pay for this!"

"Put it on Mazzer's tab."

"Ugh! Look at this mess you've made! Waitress ... ribbet... can you clean up this mess?!"

"Didn't your friend like his steak?" she asks Woody.

"Ribbet ... it must have been the company."

The waitress sighs, "I'll have to get some help. Coffee for your sir?" she asks the tall, lank figure.

"Yes, certainly; just call me 'Toots'", he winks at the waitress.

"Some Toots." In a moment she returns with the bus boys who take away the mysterious corpse. She wipes the seat, the table, the wall, the windows. One of the bus boys returns with a mop and swabs the floor.

"Got a Q-tip?"

"No, Woody, I don't."

"Nine Hundred Grandmothers?" Michalski shakes his head. "Which reminds me, do you know what the Bag Lady accused me of?!"

"Talking too much?"

"No! For her surgery! Says I made her very sick over New Years. First PudgeCon and now this! I'm going to be named the Habby Germ at this rate."

"I've always said that you're sick. It's little wonder that you make everyone else ill."

"OK; this isn't a 'Woody Roast'. Let's get out of here and start taking care of business."

to be continued ... of course ...

GM: Great stuff! Someday I hope to understand it.

Futuretime-Fellow IKers: Don't nobody steal that dateline.

GM: We wouldn't touch it with a ten-foot Armenian. And now for a real rarity, some press that actually has something to do with the game.

Oslo: The Norwegian people, who only last fall repelled an English invasion with assistance from Russia, today welcomed their liberators with open arms. A BBC correspondent, on hand to witness and record the event, questioned some of the people on the street as to why the very LARGE Rooskie soldiers were being greeted so joyfully when the rather SMALL ~~British~~ British soldiers had been so thoroughly rejected just a half a year ago. Several men confessed either ruefully or angrily that it was the Norwegian women who were so joyful in their greeting of the

very LARGE Russian soldiers. "Open arms ain't all them soldiers are being greeted wit!" stormed one furious resident, unable to find his wife for the last five days. "Yah", admitted another, "my daughter, Marta, always says the English are just too kinky and, well, ah, too SMALL compared to the very LARGE Rooskies. And besides, she says she just hates the way she gets tickled by all that hair on t he Limey's feet!" ((The Norwegian ~~xxxx~~ sheep are happy too. What says the furry-footed Limey to that?))

Rooskie-Woody: Nothing personal about the whopping youre going to get, my good man. It's just that I can never think of anything to submit to "Knock on WOOD", so I thought I'd do it this way. Besides, you're too good a player to let live. Did you outguess me?

Olsen-Woody: The game is already boring. Want to know how many times Scott Hanson has written me? Let me give you a hing, the only number it's greater than is your IQ. And as for Michalski-- all he sends me is pictures of Dixie Lee Arnawoodian. Rauterberg's too busy making fools of the three feebs who are attacking him to have time to write. Osuch hates my guts and is none too fond of my face, at least until he rearranges it, or so he says. And Peters--he thinks he's died and gone to heaven, Norway is his, so he sends back all mail marked "deceased". (I agree, a stab of Olsen would liven things up.)

Ah, I just thought of a prize for the Imitation Olsen Press contest. The winner gets a piece of whatever it was the doctors took out of Kathy Byrne. I understand that if you keep it in a warm, dark place and give it plenty of manure and fertilizer, you can grow your own Woody! ... No?... Well, I'll keep working on it.

Let's see, if I can fill up the space with a joke. A brokerage had an opening for a new stock broker, and, being an equal opportunity employer, decided to hire a woman. There were three candidates for the job, and the president of the brokerage told them that they were to pretend he was a client. He would give them each an envelope containing \$10,000 in cash, and whoever was the most successful investor got the job. The first lady looked in her envelope, and found not \$10000 but \$11,000. "Lucky me!" she thought, and she pocketed the extra \$1000 and invested the remaining \$10,000. The second lady also found \$11,000 in her envelope. "Lucky me!", she said and she invested the entire 11,000 but didn't tell anyone about it. The third lady also found 11,000 in her envelope. "There must be some mistake." she thought, and returned the extra 1000 to the brokerage, and invested the rest.

Question: Which lady got the job?

Answer: The one with the big tits, of course.

By for now.

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Mike

VERTIGO #6

VERTIGO #6 VERTIGO #6

The Subzine of Champs

February 8, 1983

Vote GOP

ABRAXIS!!!!!!

1982HN

SPRING 1902

MASSIVE CZARIST OFFENSIVE ROLLS IN NORTH AND SOUTH; BOUNCING FROGS?

AUSTRIA(Boney): F Gre-Bul(sc), A Tri-Tyo, A Gal-Boh, A Vie S A Gal-Boh, A Ser-Bud

ENGLAND(Neuger): F Lon-Eng, F Lvp-Wal, A Edi-Yor, F Nwy H ~~W~~

FRANCE(Pearson): F Bre-MAO, F Bel-Eng, A Bur-Bel, A Par-Bur, A Spa-Mar

GERMANY(Coughlan): A Sil-Mun, F Bal-Den, A Pru-Lvn

ITALY(Byrne): A Ven-Pie, A Pie-Mar, F Tun-Wme, F Nap-Tys

RUSSIA(Arnawoodian): F Swe-Nwy, F StP(nc) S F Swe-Nwy, F Sev-Rum, A Ukr S F Sev-Rum
A Mos-Sev

TURKEY(Kuchta): A Arm-Sev, A Rum S A Arm-Sev, F Con-Bla, F Ank S F Con-Bla

Underlined moves do not succeed. The English F Nwy is dislodged and must retreat to Bar, Nws, Nth, Ska, or OTB. The Turkish A Rum is dislodged and must retreat to Gal or OTB. These retreats and Fall 1902 orders are due March 8, 1983 to your faithful GM, Brad Wilson, 134 Gauss, Princeton, NJ 08544 (609)-734-7456, at 10pm. If these orders are postmarked "Boston" or some such thing, they're not a fake; I was there on the 10th, and that's where they were mailed from. To the always neat press...

WATCH THOSE INSULTS FLY...

TURKEY TO RUSSIA: Huh! I bet Woody is the only person incompetent enough to play Russia. He makes Czar Nicholas II look like a genius.

PRINCETON: That incompetent did a nice job of hustling your ass out of Rum this turn, Dave.

GERMANY TO RUSSIA: You fiend! Cease your anti-French moves at once, or I will attack St. Petersburg.

GERMANY TO FRANCE: And I hope that we didn't try to attack Munich, did we, Big Al?

PRINCETON: No blue blocks, but there's a red storm on Munchen's east...

ITALY-GERMANY: Not only does our GM print your dumb press, he headlines your dumb moves!

AUSTRIA TO ITALY: The word for the day is Tora!

GERMANY TO ITALY: I may be in a corner (depends on your perspective) but I never crawl. And who's the dunce? At least I know what a Valley Girl is without having to ask. Well, us kids can't expect you senior citizens like Woody, Al, and you to keep abreast of our swinging young set. (I don't know who Kim Novak is either Brad!)

AUSTRIA TO ABRAXIS: Hey Brad, speaking of names, where have I seen the name Coughlan before?... OH! I remember now. On a can of dog food! Cheap stuff too, I might add. -I was buying it for some needy southerners.

ITALY-GM: What Staboland? I came here from Planet Honestinjun. Did you forget.

OLD FOLKS PRESS BOOGIE, DOWN AT THE FARM

TURKEY-GERMANY: What's wrong, Mein Fuhrer, ain't whistling Dixie, no more, uh?

RUSSIA-FRA, GER, AUS: I feel so sorry for each of you, as you share a border with that win only player Kathy Byrne!

GERMANY TO ENGLAND: Fleet Liverpool? How were you planning to get Denmark and contest the French for Holland with Fleet Liverpool? Trusting the Russians to ignore Norway? ((They didn't-GM)) I think you've been writing your orders while you've been at the Ivy, haven't you?

GERMANY TO BRAD: Speaking of the Ivy, tell me more about how you guys can charge drinks on your ID cards? What's the limit?

PRINCETON: At our Pub we can charge beer on our ID cards which double as a charge plate. The problem is that the Pub is about as much fun to drink in as a gas chamber. Still, it's nice for those temporary money-short times. The limit is either how much you can pay for or how much you can drink, whichever comes first.

AUSTRIA TO TURKEY: RECEIVED SECRET TRANSMISSION STOP LOST SAME STOP IMPLEMENTED OTHERSTOPEND TRANSMISSION STOP

PRINCETON: Not another Tom Hurst telegram-style deluge!!

ITALY-TURKEY: Are you on drugs? It is going to be hard to eat Austrian anything when you can't even get your builds straight. The only thing I can't figure out is if you're Woody's twin or Gary's counterpart!

TURKEY-AUSTRIA: You'd better not doublecross me the way that Russian dog did or you'll get more of the same.

PRINCETON: You mean you'll give Mark a center just like you did Woody this year?

GERMANY TO BRAD: For years, I hated Senator Church of Idaho and with great joy I finally saw him defeated. But I have a worse hatred for that nincompoop Jesse Helms of North Carolina. How could rate that idiot with 4 stars????!! Barry Goldwater even hates him. (I adore Barry), all Helms-backed candidates in North Carolina lost in the last election. I loathe, hate, and despise Helms and that's when I'm giving him the benefit of the doubt!! I intend to contribute money to defeat him through ~~XX~~ John Daly in 1984!!

PRINCETON: I like him for views to a certain extent, but more than that I admire his willingness to stand for a principle, even an ^{un}popular one, like the inane gas tax. He acts as if he doesn't want to be re-elected; that takes guts, usually sadly deficient in Washington.

ITALY-AUSTRIA: Oh, sure you're very cooperative with those who write, your builds proved that. Are you a Southerner or do you just have brain damage?

AUSTRIA-ENGLAND: Oh, I say old chap. Looks like you're in a bit of a sticky wicket eh what? Keep your chin up.

GERMANY-ITALY: I don't do tricks. You'll have to search elsewhere for your accustomed puppets.

TURKEY-ABRAXIS: Hey Brad, where did you get that goon whose playin' Germany any-

I'VE SEEN THE BRIGHT LIGHTS OF MEMPHIS....

way...I guess every game needs a loser.No offense Coughy.(choke,choke,gag,uh...
GERMANY-TURKEY,Good,I knew you were smart enough to build after you went to all that trouble to get a supply center.I was worried,but now I'm reassured.Consider the alliance on again!

FELIX TO OSCAR, I'm so glad you and Mirna are playing together again.I like tha

ITALY-GERMANY, No,you can't insult me! I take everything you say with a grain o salt.I consider the source,snicker and think to myself-thank God-I'M a Yankee!

ITALY-TURKEY, Death be not proud-but I hope in your case it is merciful!

AUSTRIA-FRANCE,You know I have trouble with people who can't take a firm stand on anything.Tell me something more positive,next time.

GARY TO BRAD,Where did you get the idea that I don't like paste-ups? You must b confusing me with Kathy.I'm the one with the mustache.For the ~~re~~^{re}cord,paste-ups make it look like the press is emanating from various European capitals and gives a nice flavor to the game.

GERMANY-GM,Ah ha! So you went to Woody's zine anyway,eh? I'll fix that Russian' red wagon.I will begin to write so much press that COA will shoot up to 50 pages on one of my off days.Der Kaiser will macht den "Vertigo" das Nummer Eins COA subzine!

PRINCETON, I don't like paste-ups because I think it could make the GM seem laz and inefficent.I also like all the press typed as one.Still,no big thing.As for 50 page COA's,they're close at times anyway.

GOOFY-MICKEY MOUSE,Duh,uh,ugh,I,I,promise to bbbe nice from now on,and I'm cute too.Auh,duh,ah...

ITALY-RUSSIA,You're doing very well,it's 1902 and you still own your homeland. I bet Uncle Al helped you with your moves-now if you only hadn't lost Prussia!

GERMANY-GM,Gasp! Horrors! I heard the drinking age in Joisey was raised to 21!! Does that affect youse guys at Princeton,too??? Any sad stories to tell?

PRINCETON,The new law,which is silly,allows anyone 19 by 12/31/82 to drink,so it doesn't bother any ~~of~~^{of} us.They could raise it to 51 and it wouldn't bother Mark,as he gets drunk when he whiffs the rubbing alcohol at the doctors'.Mark took a sip of bourbon once and thought he was a hedgehog. We found him burrowing near Nassau Hall.That's why his fingernails always seem dirty.The only sad story I have is that some of my friends who would have been 19 soon can't drink for two years. I feel sorry for them.The law won't do much-New York is still 19, and,as I know from my years in Pa.(21),if you want to drink,you will.Simple.

ITALY-FRANCE,Can I come visit you? I need some vino to go with my pasta.

RUSSIA-AUSTRIA,So where's my letter? I thought for sure you'd write asking for Rumania.It is yours along with Bul for the asking!

IT'S 3:33 AM. DO YOU KNOW WHERE ALLEN WELLS IS?

AUSTRIA-RUSSIA: Look Woody, if you would write from time ^{to} time you might not be in this predicament.

PRINCETON: One toad waitin' fur the other t'hop...

TURKEY-~~AUSTRIA~~-GERMANY: Hey Coughy, don't you wish you were me?

BERLIN TO BRAD: Ouzo is like liquid licorice. Abominable! I like Mai Tais too, especially the glass they come in. Screwdrivers are A-1. Oh, I'm sending you an article about Princeton from Philadelphia magazine. (Had you already seen it?) I believe in knowing the Yankee enemy. What about that part where Princeton is compared to the South? How valid is the whole article? And how does said article play in London and Vienna?

PRINCETON: Try a Creme de Cassis for a different drink. And ginger brandy has its strengths. How about a Dead Rat? But my favorite local discovery (local should read latest) is a Snakebite. (Yukon Jack and lime juice.) It's best straight up. I had already seen the article, but thanks anyway. It is pretty valid, especially the part about the lack of interaction between the U. and the town. I took exception to the remark about "awful Italian-family restaurant," That place is great, and it is my favorite drinking hideout. Princeton used to be known as a school for Southern gentlemen, and the town has always treated its blacks like the South. As for Mark and Jim, I don't know; why not ask them?

AUSTRIA-GERMANY: Hey Gary is it true that ^{when} you were born the doctor slapped your mother?

GERMANY-BRAD: Umm, how shall I put this? Kim Novak was, ugh, sorta the Brooke Shields ((Maybe Princeton '87!-GM)) of the 50s if Brooke had been in movies, was blond and had a figure. Seriously, she was a sex symbol of the 50s and 60s but they were all eclipsed by Marilyn Monroe (Please don't ask who MM was,)((I won't-GM))

AUSTRIA-GERMANY: Q: What's a southern party? A: 5 red-neck hillbillies sitting around a cesspool with straws. Ha, Ha, Ha, Ha....

GERMANY-AUSTRIA: Is that anyway to talk to ^{you} Teutonic Brother? All along, I've only had your best interests at heart. How sharper than a serpent's tongue it is to have an ungrateful Teutonic brother. Lucky for you, I'm slow to anger (and slow to get builds).

ITALY-AUSTRIA: I'll take the hard place anytime. If you ask me, it looks like you lucked into the middle of 3 stooges! Oh to be surrounded by G/R/T! How much did you pay Brad for that honor?

GERMANY-AUSTRIA: Not the same old tired Civil War cliches again?! Once more... the North won the war only in a military sense. In every other way, the South won. ...morally, later politically, emotionally, and most important we won the mythology of the war. Oh, noble Lee and the seedy Grant. Honorable Stonewall Jackson and the savage barbarian Sherman! Invading, raping, mauling Yankee men who "fought

against defenseless women, children, and old people. How courageous. Yes, like the Trojan War, somehow it was more noble to be on the side of the gallantly defeated. (Why, even Lincoln was of Southern birth and married to a Southern belle.) And what have you Yankees contributed to the US? We gave Washington, Jefferson, Madison, Andrew Jackson, and Monroe. You gave us Benjamin Franklin who invented the stove. Ain't that hot{?!!

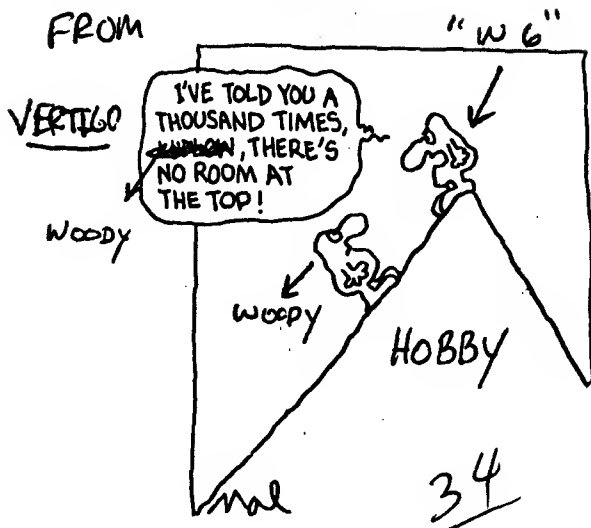
The press is finished. At last. But send it in- I love it...

[illegible]

SEE
you
NEXT
MONTH...
HAPPY
WASH-
ING-
TON'S

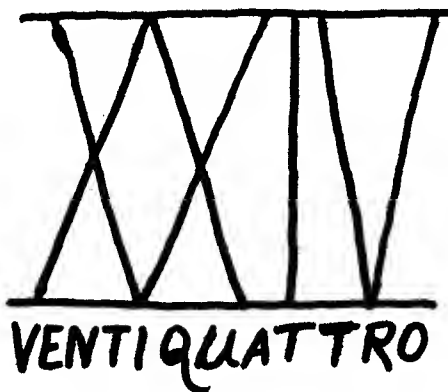


BIRTHDAY
FROM



Fritz Mondale and the Carter endorsement.

Bersaglieri



Bersaglieri 24. Published by Tom Mainardi, 1403 Lawrence Rd.,
Havertown, PA 19083 (215) 446-5611.

NO MORE GAME OPENINGS!!!!!!!!!!!!!!!!!!!!

..At least until one of the other games ends. 2 new games are starting this issue: Wyoming and Utah. I've changed my policy of naming my games after Italian Regions and have started naming them after US States. I'm starting with the Rockie Mountain region.

Opening for BOURSE Yes, I'll be running a bourse along with the Utah game. Anyone can enter the Utah Bourse game. There is no game fee to join the bourse game. You can use your own name or a company or bank name.

Bourse Rules

(by Glenn Overby with special acknowledgements to Tom Swider and John Marsden. Also thanks to Mike Mills for assistance)

1. A Bourse is a companion game to a game of regular Diplomacy. Any person receiving Coat of Arms may play unless they are in the attached Dip game.
2. The object of the game is to accumulate the most victory points by buying and selling currencies of the seven Dip countries so as to amass the largest holdings of the countries that finish strongest in the Dip game.
3. Each bourser starts with 1000 units of each nation's currency: Kroner, Pounds, Francs, Marks, Lira, Roubles, and Piastres -- plus 1000 Swiss Francs. At gamestart 1 unit of any national currency is valued at 1Sf.
4. The play of the game consists of buying and selling currencies of the seven countries. During each session (Spring, Fall, and/or separated Winters) players may:
 - a) SELL currencies of any number of nations at current market price (CMP), receiving Sf for same, and/or
 - b) BUY currencies of any number of nations at CMP, paying for them in Sf.

rules continue on next page.....

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Bourse rules continued....

5. Restrictions on buying and selling:
 - a) Players may not sell more than 500 units of any currency in a single turn.
 - b) Players may not buy currencies unless they have enough Sf on account and/or realized from sales that turn to pay the tab.
 - c) Players may not deal in fractional amounts of any currency except Sf.
6. At the end of each season, the GM will calculate a new CMP for each national currency. The CMP will rise by 1c for each 100 units of net purchases in a currency that season, or drop by 1c for each 100 units of net sales of a currency that season. Fractions of 100 units are not considered in these adjustments.
7. Before each Winter season, the CMP of all countries is further adjusted according to the net supply center changes by that country from the preceding Winter turn. Countries that gain supply centers have a CMP rise and those that lose supply centers have a CMP drop according to the following: +/- 1c for 1 SC, +/- 8c for 2 SC, +/- 15c for 3 or more SCs. These supply center counts are based on SC holdings before retreats.
8. There is no limit on the CMP of any currency, though the minimum CMP is 1c and when a country is eliminated from the Dip game its currency is worthless and trading ceases on it.
9. Bourse Victory Points are determined in the following manner: (the number of centers held by that country at game's end multiplied by the number of 100 unit blocks held by a player equals the VPs). A player's total VP for all currencies is ~~t~~alled to determine placings. In determining VPs, Sfs are worthless.
10. There are no NMRs in bourse, or standbys. Players may join the Bourse at any time during play and will start with 1000 units of each surviving country's currency and 500 Sf.

Orders for the Utah Bourse will be due with the deadline date ~~of~~ for the regular orders for the Utah Dip game. Remember, you start out with 1000Sf and 1000 each of the seven countrys' currencies; and each currency equals 1Sf for Spring '01. Everybody's welcome who wants to try this.....Just submit trading orders and your bank or company name or your own name or both.

Weather Report.....

Well, I'm sitting here and outside the snow is falling. We're in the middle of the great almost-once-a-year major snow storm. They let us out of work at 10:30am today so that's one consolation. I guess you "farther northerners" must think what we get is mild -- it's all relative.

***Dip Weather Report....

There's been alot of noise lately concerning Gary Coughlan and comments which were made back and forth. I just want to say that I have known Gary to be totally truthful, honest and trustworthy as far as the Dip hobby goes. I find it extremely hard to believe that Gary would lie or try to deceive anyone.

continued.....

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2 NEW GAMESTARTS

game 1 game name: UTAH 1983??

Players:

AUSTRIA: Nick Wheeler 5064 Larkin Rd., Oroville, CA 95965
✓ ENGLAND: Marc Peters 3018 Churchill Dr., Madison, WI 53713
FRANCE: Jeff Bohner 509 Twist Run Rd., Endwell, NY 13760
GERMANY: Rick Craig 15010 Yorkie Ln., Lapine, OR 97739
ITALY: Steve Arnawoodian 602 Hemlock Cr., Lansdale, PA 19446
RUSSIA: Ron Faust 59 Houston Rd., Lansdowne, PA 19050
✓ TURKEY: Sam Davis 3405 Mayberry, Enid, OK 73701

Orders for Spring '01 are due Wed., March 16th. If anyone would want an extension of the deadline just request it. If I receive everyone's orders by the above deadline then we'll go with that. Steve and Ron are not neighbors. Lansdale and Lansdowne are nowhere near each other. They're about 35 miles apart. I still need a game fee of \$3 from Bohner, Craig and Wheeler. Remember, unfortunately none of you can join the Utah Bourse since you're playing in the game it's linked to. Good Luck to all!

game 2 game name: WYOMING 1983??

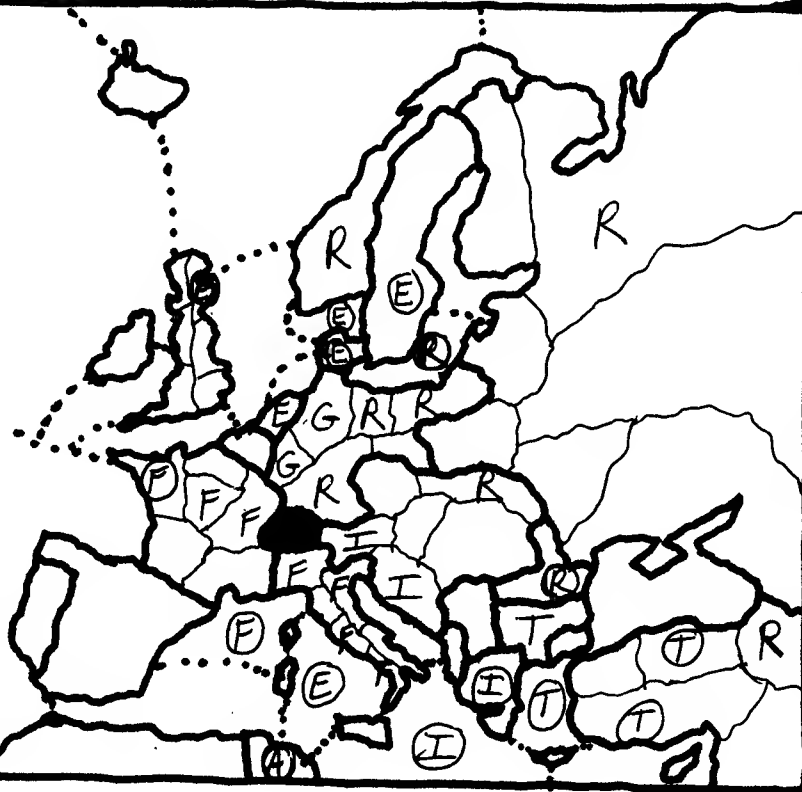
Players:

AUSTRIA: Dale Bakken 420 W. Wilson, Apt. 203, Madison, WI 53703
ENGLAND: Pete Blitstein 20 Stuyvesant Oval, New York, NY 10009
✓ FRANCE: Pat Conlon LSU Box 17014, Baton Rouge, LA 70893
✓ GERMANY: Larry Neubauer 251 Cheswold Ln., Haverford, PA 19041
✓ ITALY: Pat Hart PO Box 634, Sullivan's Island, SC 29482
✓ RUSSIA: Mark Larzelere 7607 Fountainebleau #2352, New Carrollton, MD 20784
TURKEY: Carl Russell 21 Morgan Rd., Binghamton, NY 13903

Orders for Spring '01 are due Wed., March 16th. Like above, if anyone would want an extension of the deadline just request it. If I receive everyone's orders by the above deadline then we'll go with that. I still need a game fee of \$3 from Hart, Larzelere, and Bakken. Good Luck to all!

Did you know that this is Bersaglieri's second anniversary edition? Yes, I've been putting this out for two years now. My, how time flies. Why it was only yesterday that B started out as a little subzine in Emhain Macha. Now it's a medium sized one along with others in COA.....

EMILIA-ROMAGNA 1981/84 W '05



Seasons are separated.....
Europe gears up for another bloody
round. Draw proposal fails.....

Winter '05

Germany: A Mun retreats to Ruh
Italy: A Nap retreats OTB
Russia: F Den retreats to Bal

England: Builds F Edi
France: Builds F Bre, A Par
Germany: Removes F MAO
Russia: Removes A Sev
Turkey: Builds F Smy

Spring '06 orders are due Wed., March
16th. I have Spring orders on file
for Aus, Ger, Ita, and Rus.
Pat Hart--yes, you can send sub fee
to me.

Press: Aus-Tta: Be Mine be mine my
Valentine, I give you little choice,
I'll bind your hands with rubber bands,
And still your lovely voice.

Italy-Russia: My centers are yours for

the taking!

Moscow-Der Chancellor: Losing 1 center, reduced to two. Odd sort of
victory Mein Herr.

Italy-Austria: Go dunk your own head, water damage to your brain might
be an improvement!

Moscow-Italy I have pride? Why, Gorgeous, that's the nicest thing
you've ever said to me!

Moscow-Austria: No, I never cut press. In fact, feel free to contribute
reams of press to Strange Doings. I like nothing more than sitting up all
night typing press, especially press as good as yours. My goal is to
get COA up to 100 pages so as to bankrupt Wopdy. Currently I'm writing
everyone to submit a page or so of "Imitation Olsen", want to try
your hand?

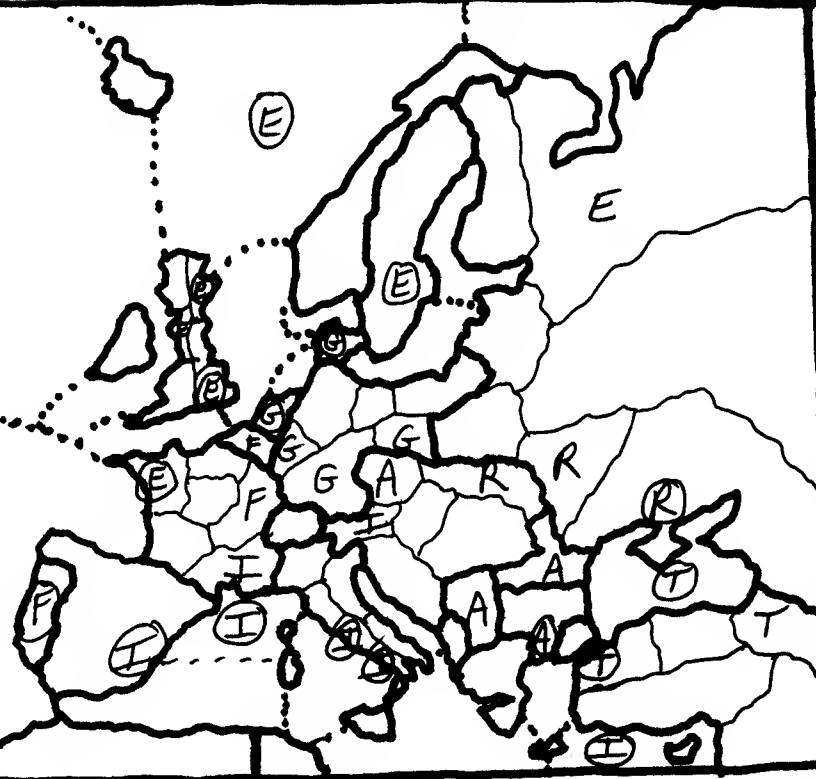
Moscow-Paris: An F/R draw? That's a good idea, I wish I had thought of
it!

Moscow-Italy! When things look black, when the going gets tough, when
there's no tomorrow, when your back is to the wall, when you're down
and out,.....ATTACK WOODY!

I see that Tom has some space for me to say a couple of words. Mike is right he
does not edit press. However I do edit Strange Doings! In fact after this issue
Mike will be allowed no more than 1/2 page!

A new zine has made its way to my mailbox, actually it's already on its 4th issue.
It is published by Mike Dean Rm 38B W. Park Hall, 319 Perth Rd. Dundee DD2 1NN Scotland.
Yeh, it's a foreign zine but Cathy Cunning has a lot of confidence in him. I'm not certain
of the price, he lists it at 50p. per issue (you convert it I'm making it easy and will
trade!) Mike has told me that issues are going to be about 16 pages. So try something
different, sub to a European zine! Watch me destroy Hauke Jansen in a game of Dip,
unless the Dutchman chickens out and doesn't accept my challenge! Almost forgot to
tell you the zine's name is PSYCHOPATH!

Trentino Alto-Adige 1982 HC Winter '02



Seasons are separated.....
Austria and Russia fall asleep...

Winter '02

Aus: NBR!!! plays 2 short!
Eng: Builds: A Lpl, F Lon, F Edi
Ita: Builds: F Rom, F Nap
Rus: NRR!!! GM removes F Bot

Spring '03 orders are due on Wed.,
March 16th. I have Spring orders on
file for Eng, Ger, Ita, and Tur.

Press: .Eng-A/H: YooHoo...anybody home?
Prince Machabelli-Deadlands Don: "A
Stitch in time saves none" (from
Alarms and Diversions by James Thurber).
Highchair: Billy Budd? Is that a beer?
In that case - hey, Bartender - set
'em up! A round for the house on me!
The Prince-GM: Annamaria Alberghetti!
GM-The Prince: Oriana Fallaci!
Mad City-Deadlands: Quicker!? You
sound like that chick I had New Years
Eve.

Aries: Actually, I once knew a Peggy Venusia; Boy, could she fix a mean
dish of zucchini Parmegian!

E-G: Two fleets on my North Sea huh? You tricky little devil you!

Naples-London: If things go as we agreed, we may be able to see an early
end to the "Warvto End All Wars"; one I'm sure you, Austria, and I
will like.

Eng-world: Okay guys, I want everyone to send me a "moo" next turn, okay?
Here we go -- a one and a two and MOO!

Prince Machabelli-Germany: He who hesitates is last. It happened to
France, Russia and Turkey. Will you be next?

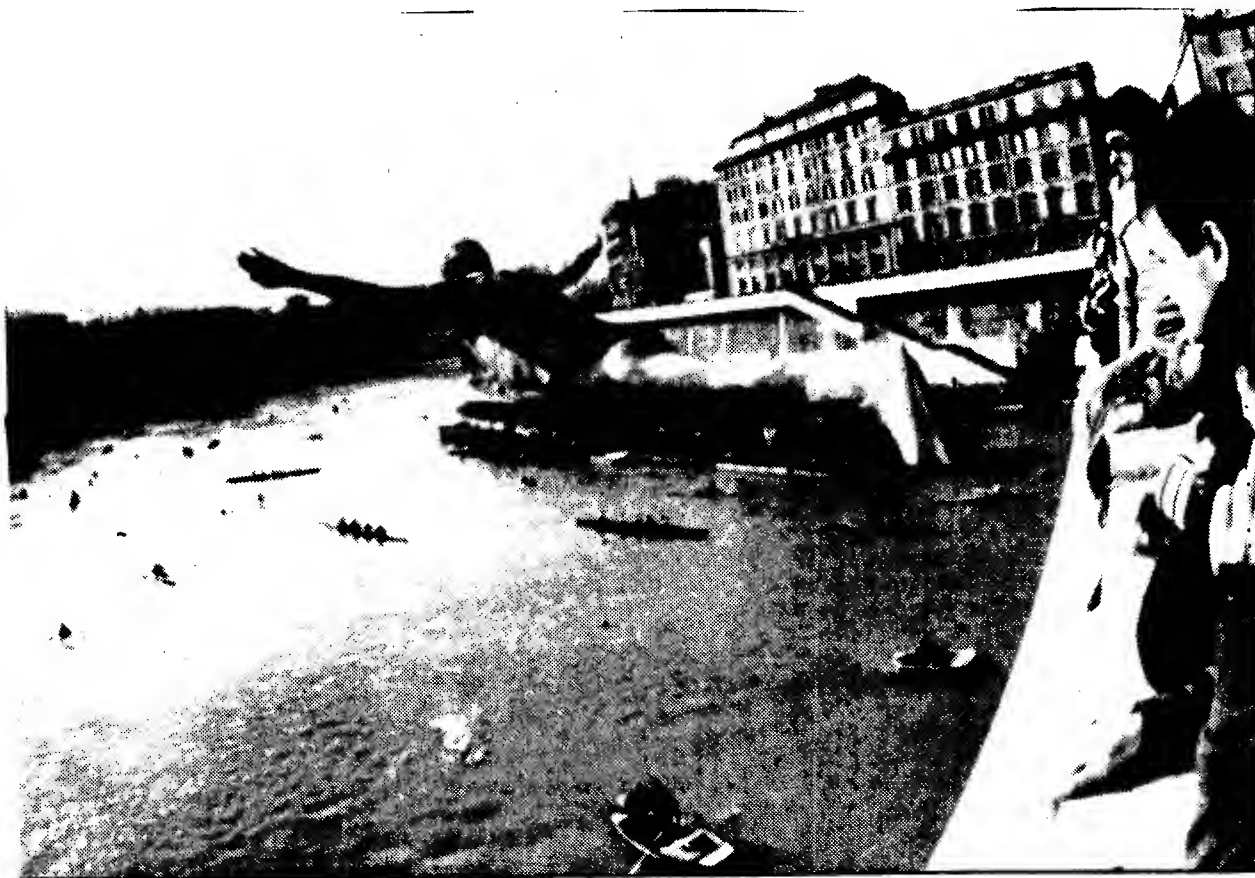
E-T: Don't pick on Molus anymore. He's one of the "Moos Brothers"
--already dead!

The Prince-Don: Surely I jest! Aren't we "Jest Among Friends"? I hope
you've gotten the jest of the game by now.



Believing his own press,
Tom Swider imagines himself
the real Prince Machabelli.
Here he is seen donned in his
Royal Pasta Inspector's uniform.
Notice his Linguine Specialist
Medal.

4D

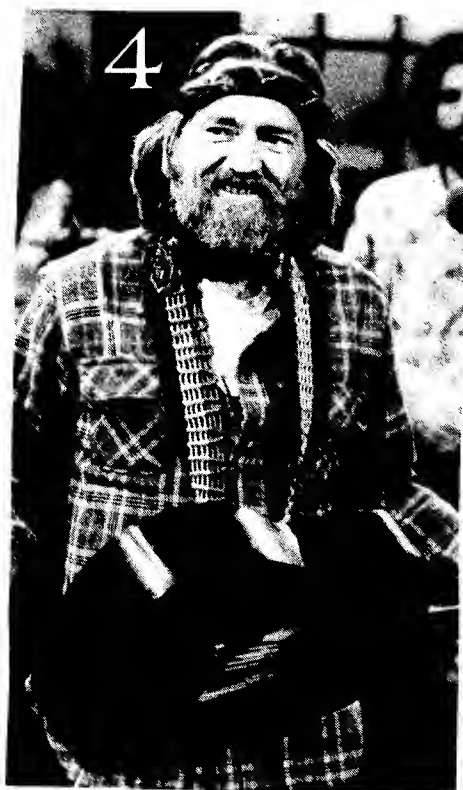


Courtesy
G. Coughlan

UPI

Not A Leap Year

Spartaco Bodini takes his annual dive into the Tiber River from the Downtown Cavour Bridge in Rome. Bodini, 72, used the dive to jump into the new year.



4

MARK Lew (left) AND
BILLY Hightower (right)
ARE HALF-BROTHERS.
CAN YOU SEE THE
RESEMBLENCE?
YOU GOT IT! THEY
BOTH HAVE THAT
MORONIC LOOK ON
THEIR FACES.
THEIR PERSONALITIES
MATCH THEIR LOOKS.

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